



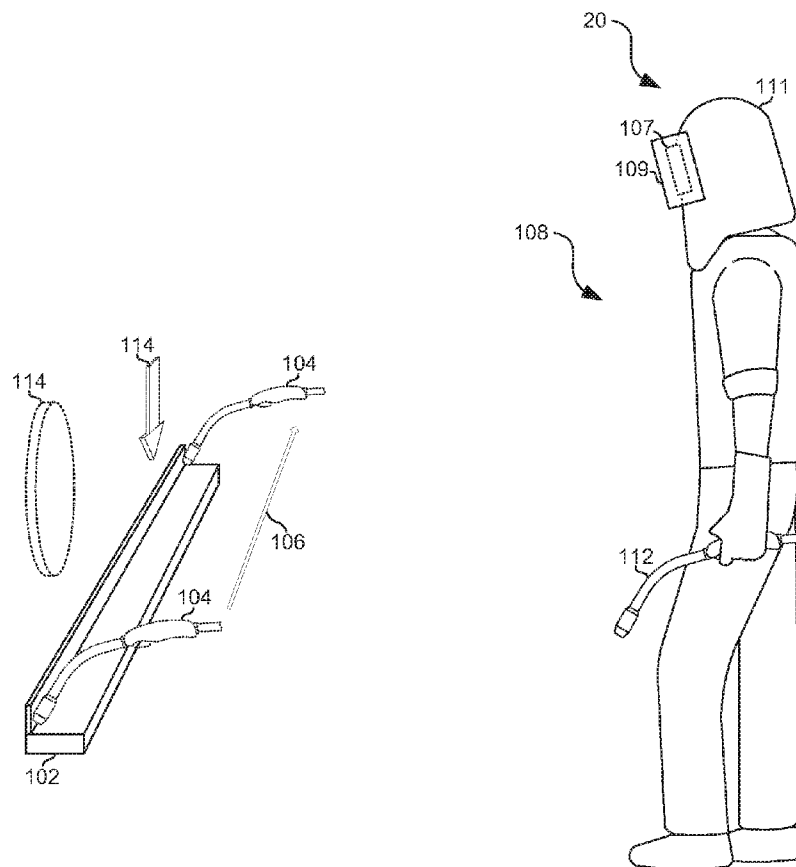
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Hsu(10) **Pub. No.: US 2016/0260261 A1**(43) **Pub. Date: Sep. 8, 2016**(54) **SENSOR ASSISTED HEAD MOUNTED
DISPLAYS FOR WELDING**(71) Applicant: **Illinois Tool Works Inc.**, Glenview, IL
(US)(72) Inventor: **Christopher Hsu**, Appleton, WI (US)(21) Appl. No.: **15/061,360**(22) Filed: **Mar. 4, 2016****Related U.S. Application Data**(60) Provisional application No. 62/129,149, filed on Mar.
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ABSTRACT

Sensor assisted head mounted displays for welding are disclosed. Disclosed example head mounted devices include an optical sensor, an augmented reality controller, a graphics processing unit, and a semi-transparent display. The optical sensor collects an image of a weld environment. The augmented reality controller determines a simulated object to be presented in a field of view, a position in the field of view, and a perspective of the simulated object in the field of view. The graphics processing unit renders the simulated object based on the perspective to represent the simulated object being present in the field of view and in the weld environment. The display presents the rendered simulated object within the field of view based on the position. At least a portion of the weld environment is observable through the display and the lens when the display is presenting the rendered simulated object.



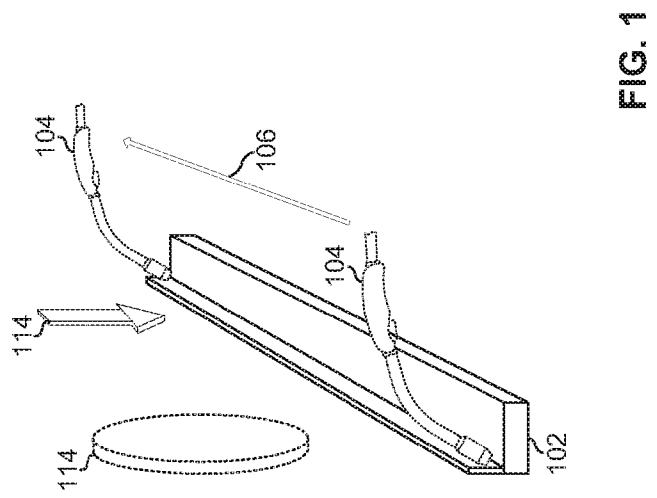
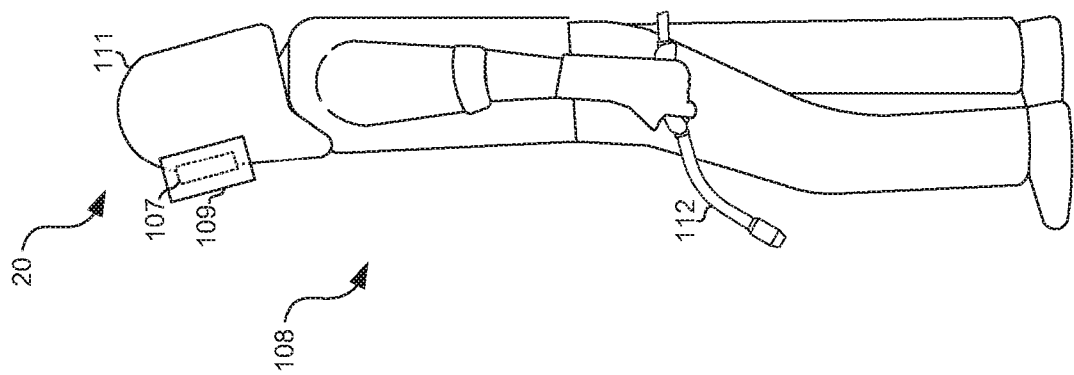


FIG. 1

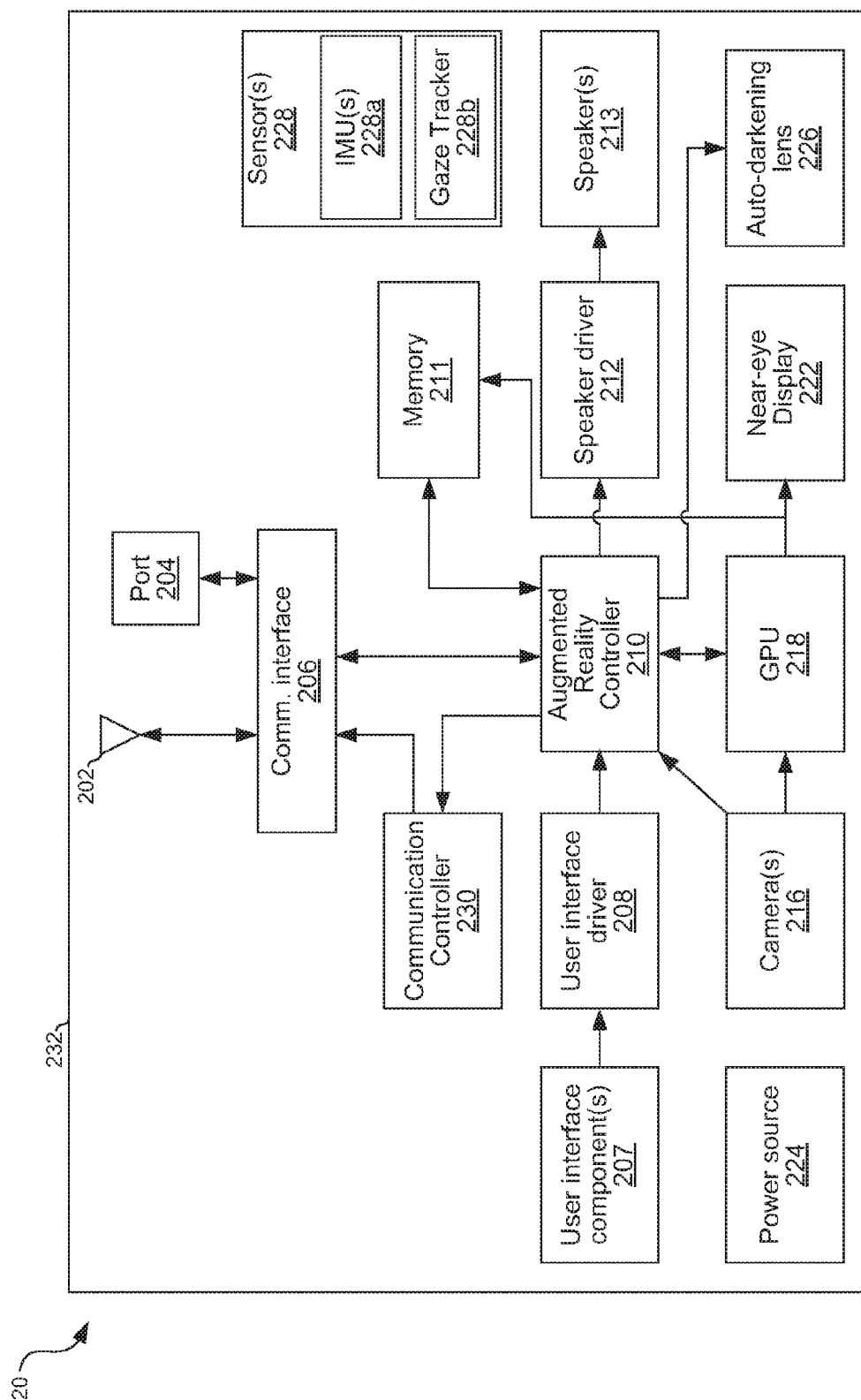
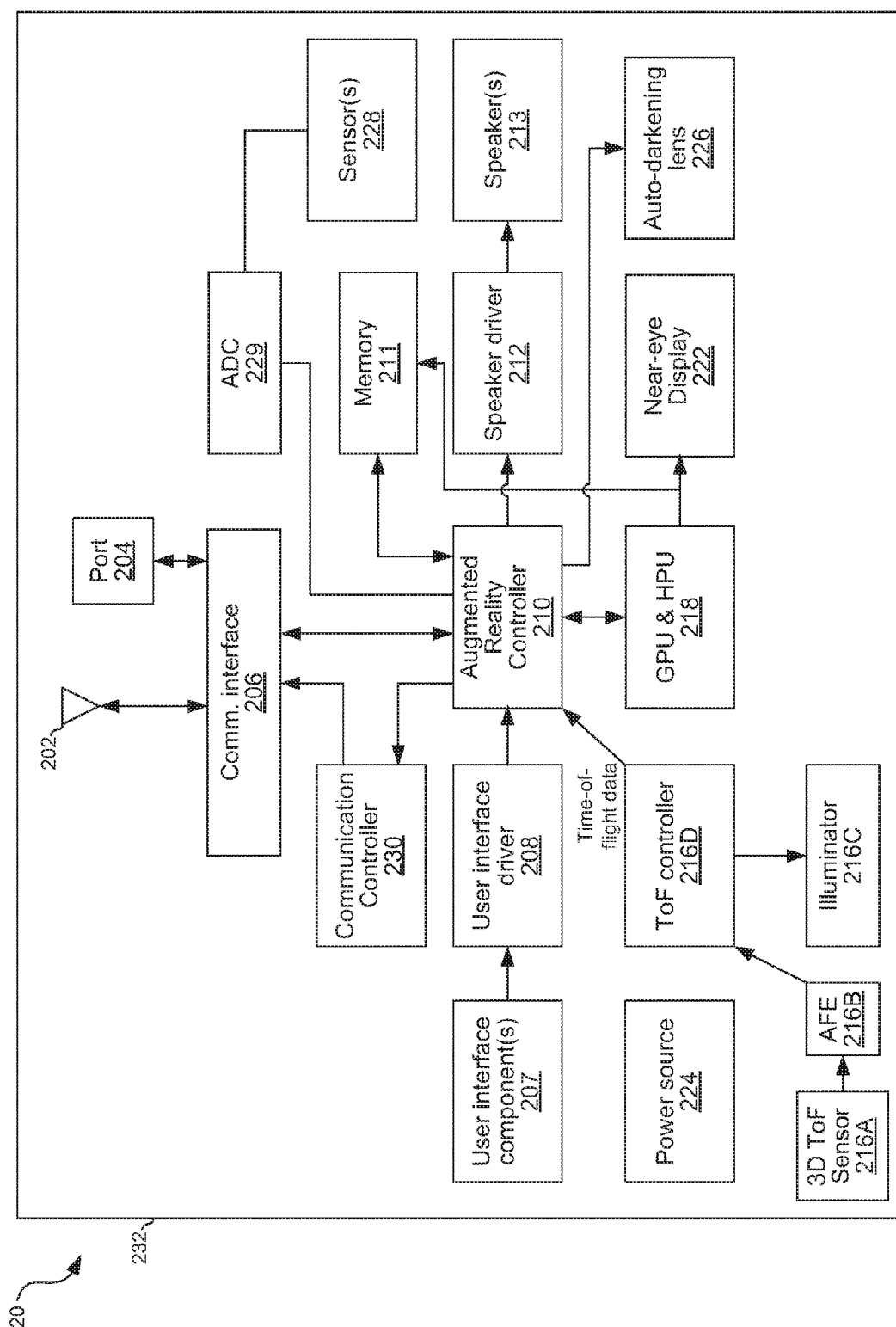


FIG. 2A



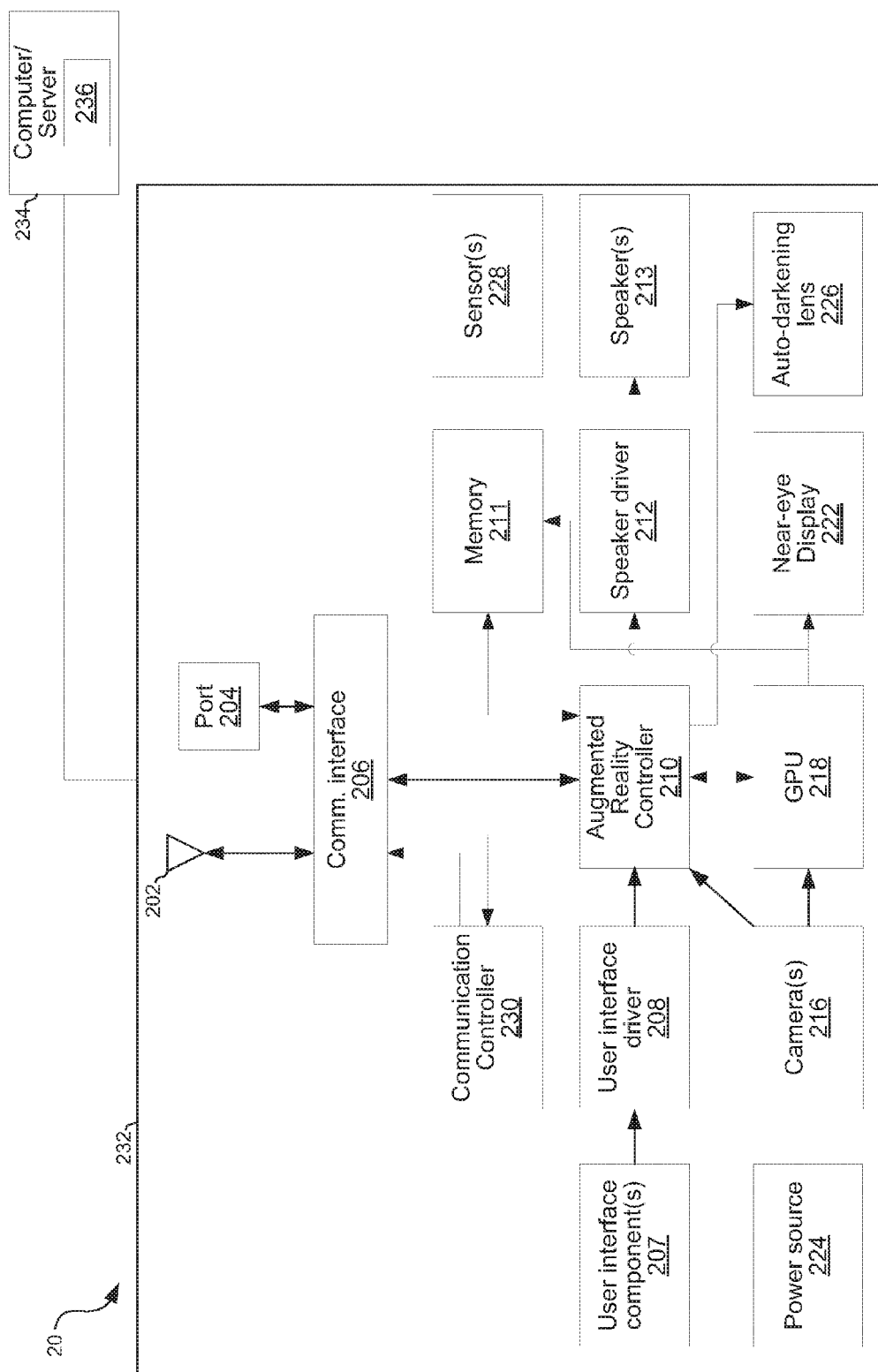
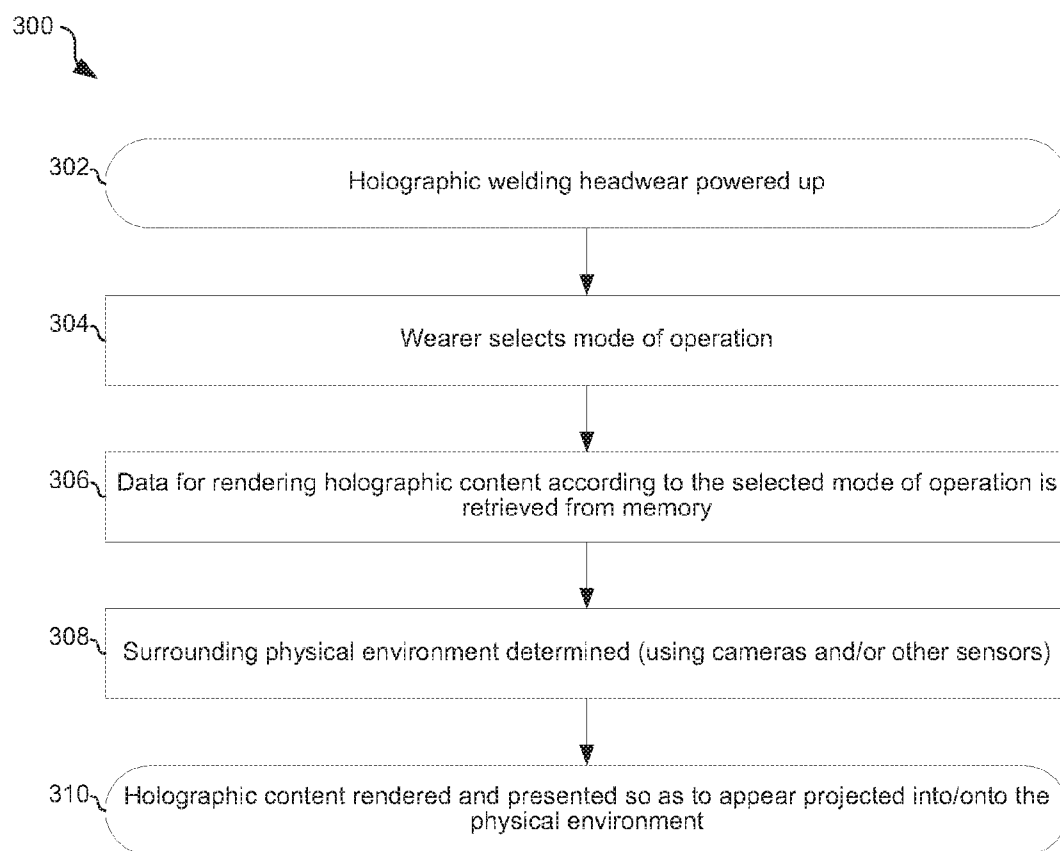


FIG. 2C

**FIG. 3**

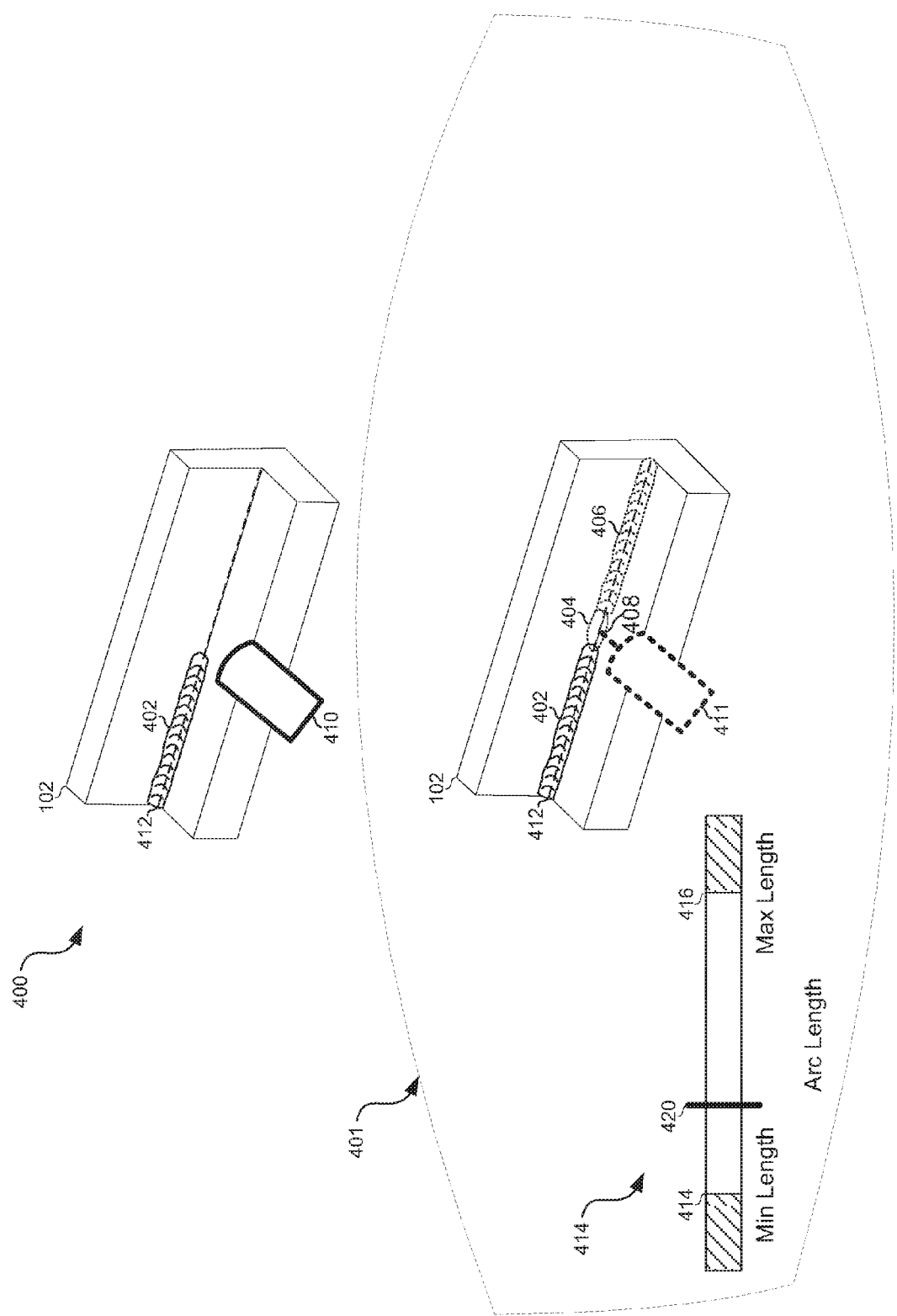
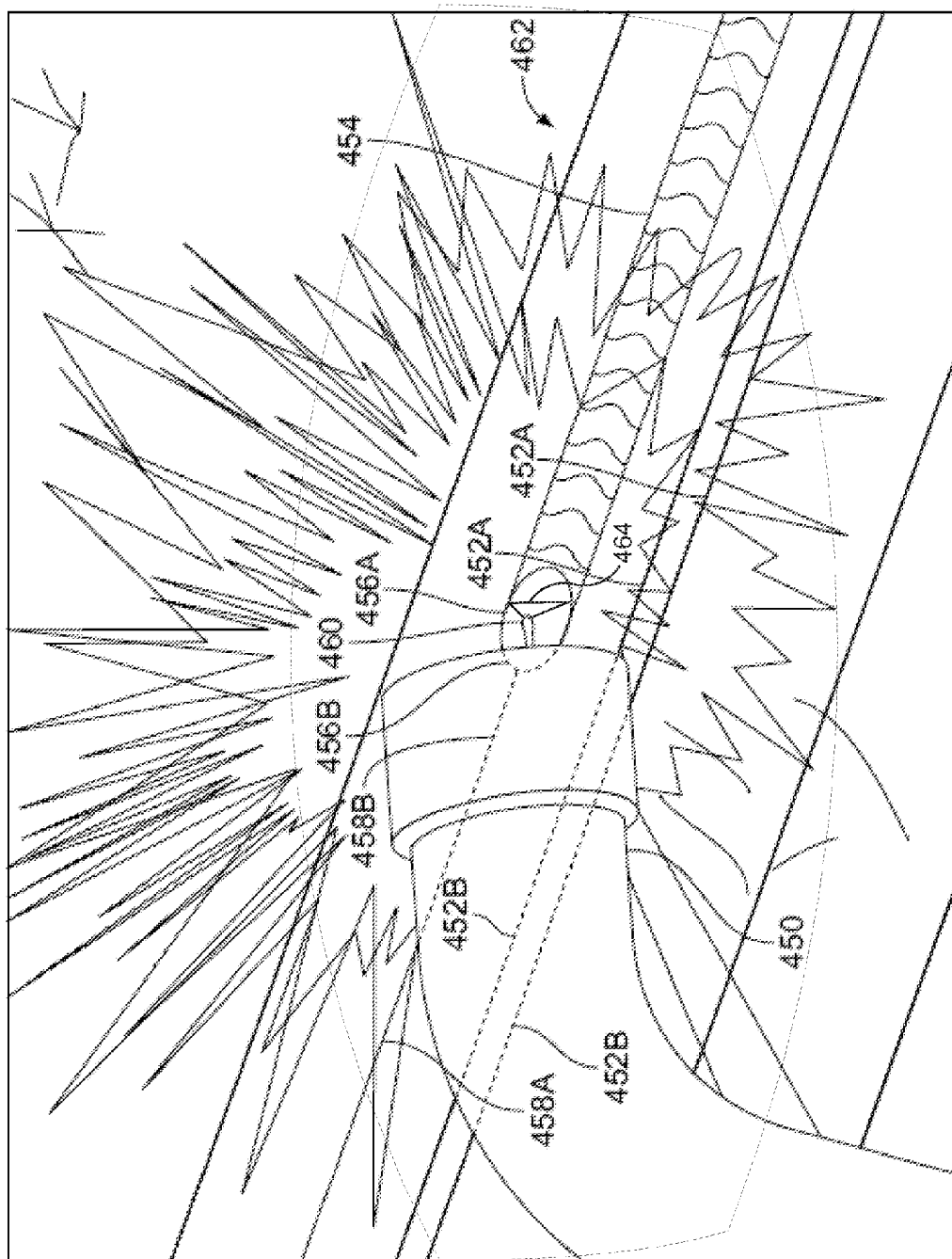


FIG. 4A



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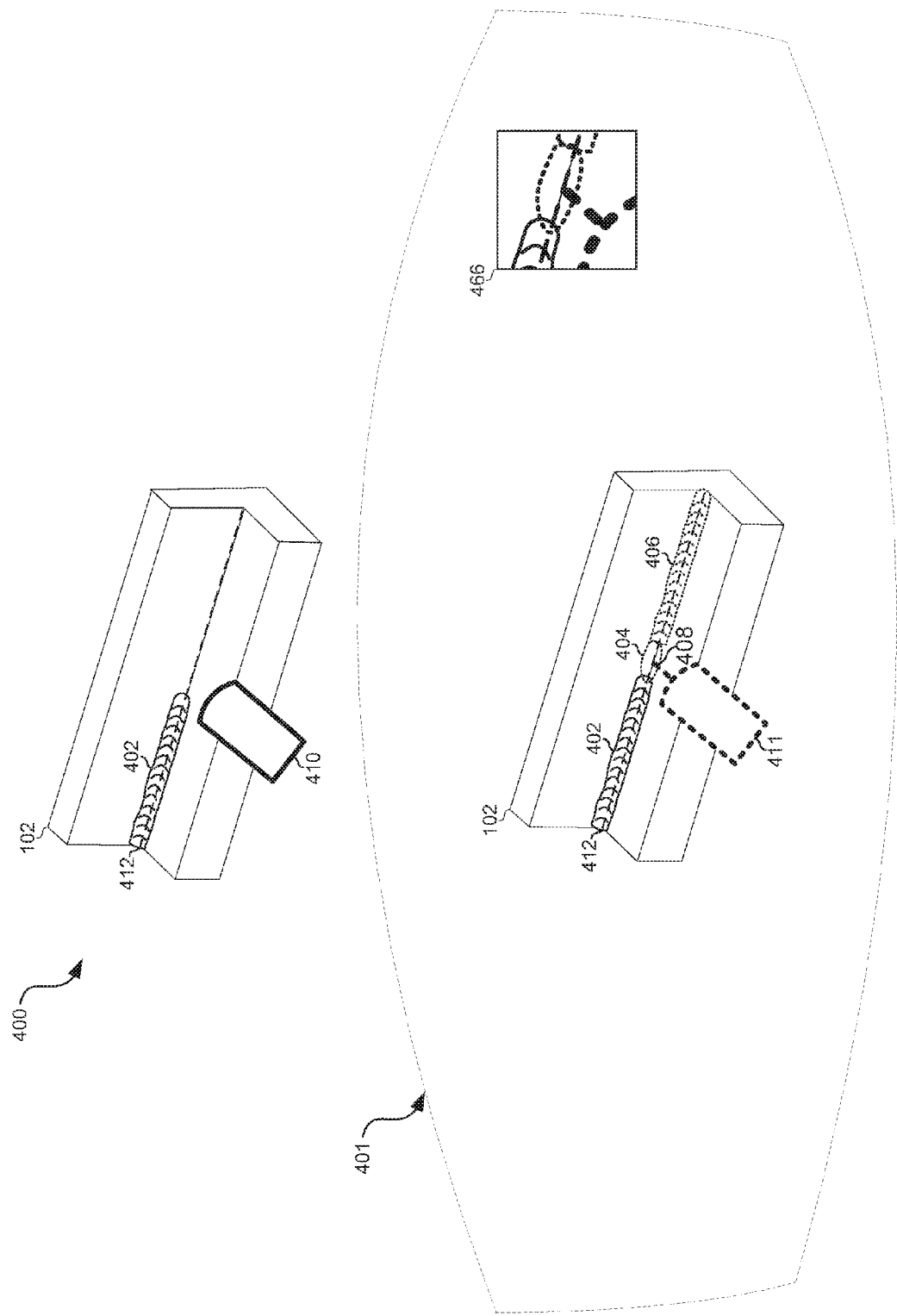


FIG. 4C

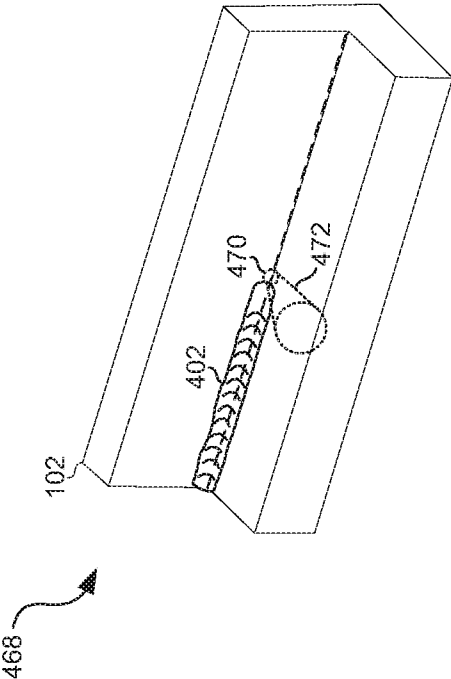


FIG. 4D

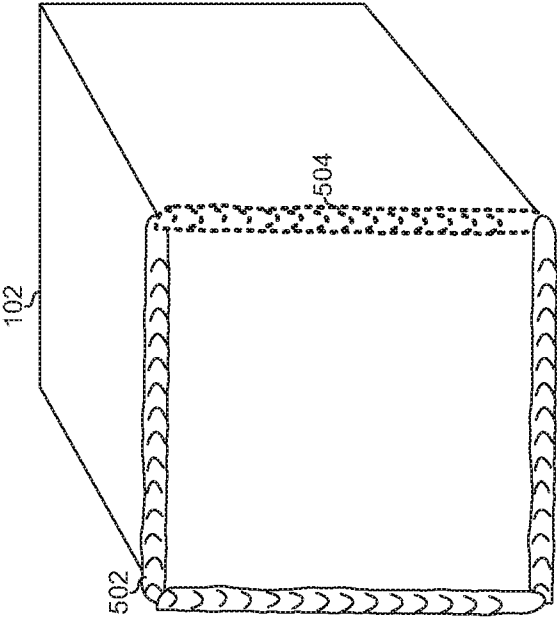


FIG. 5

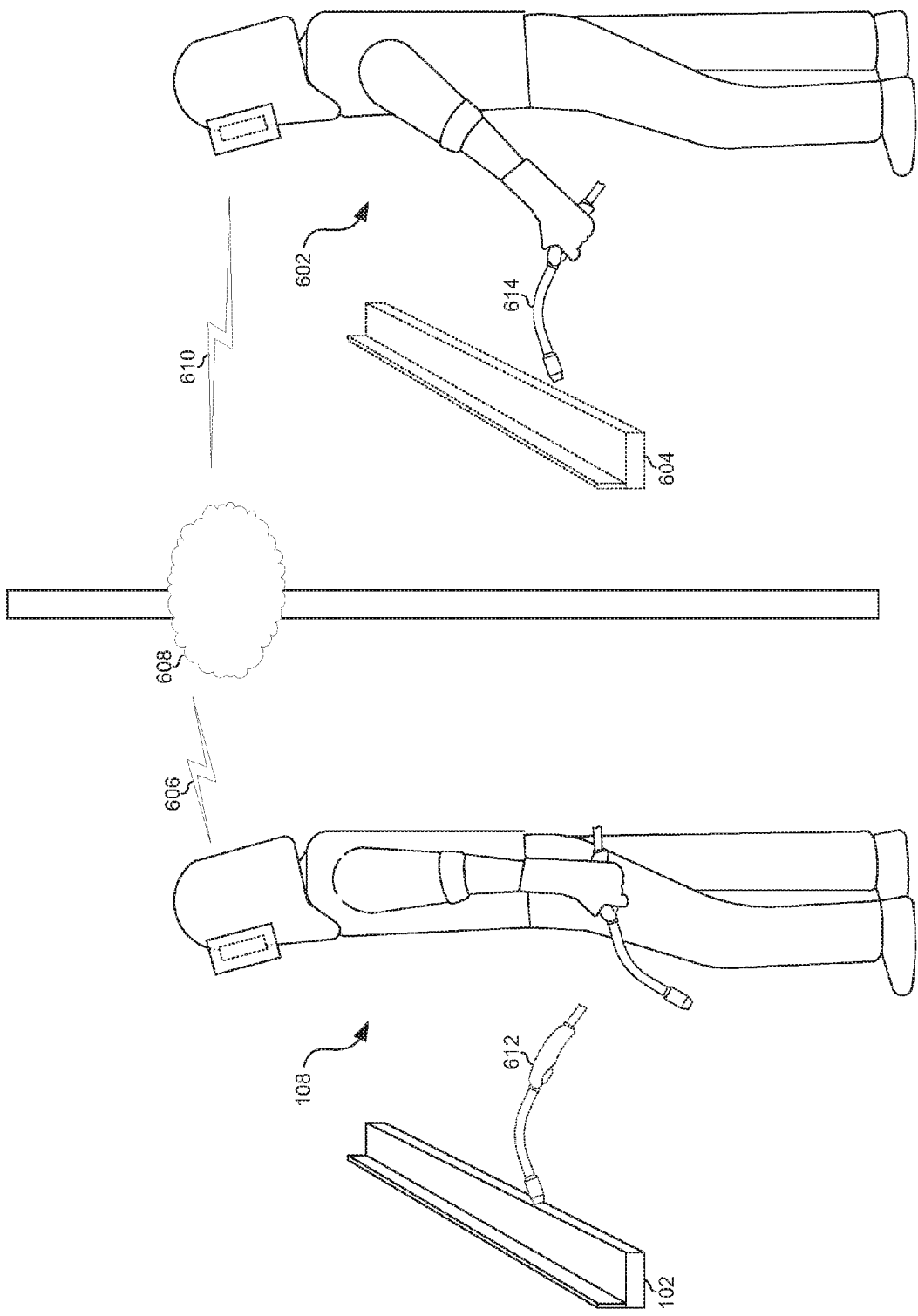


FIG. 6

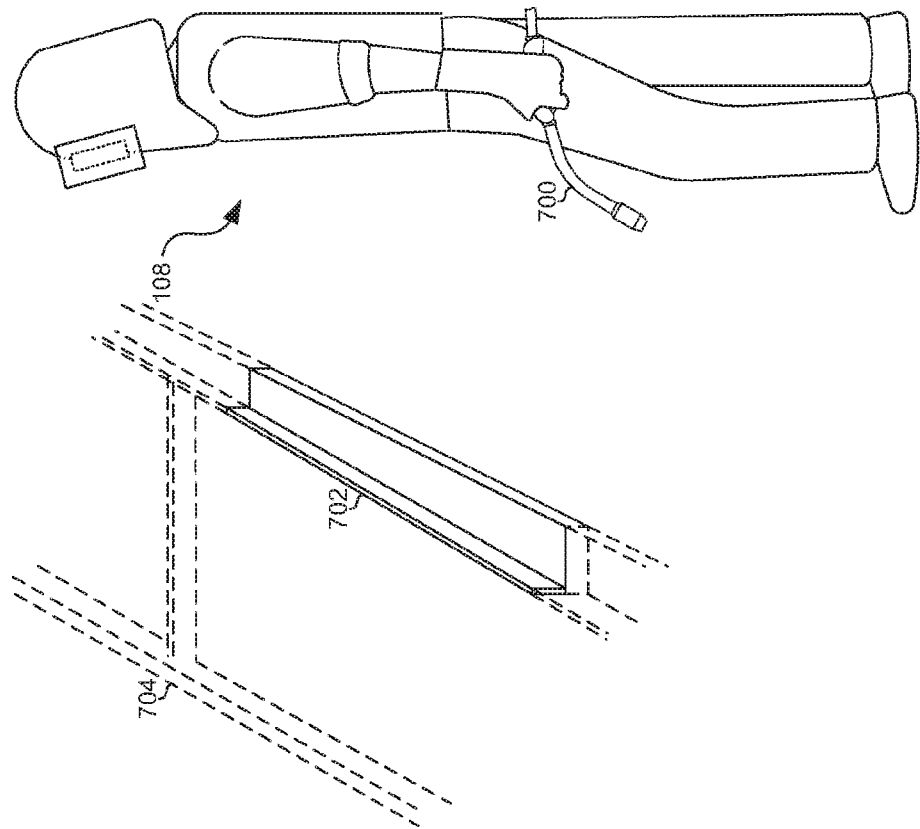


FIG. 7

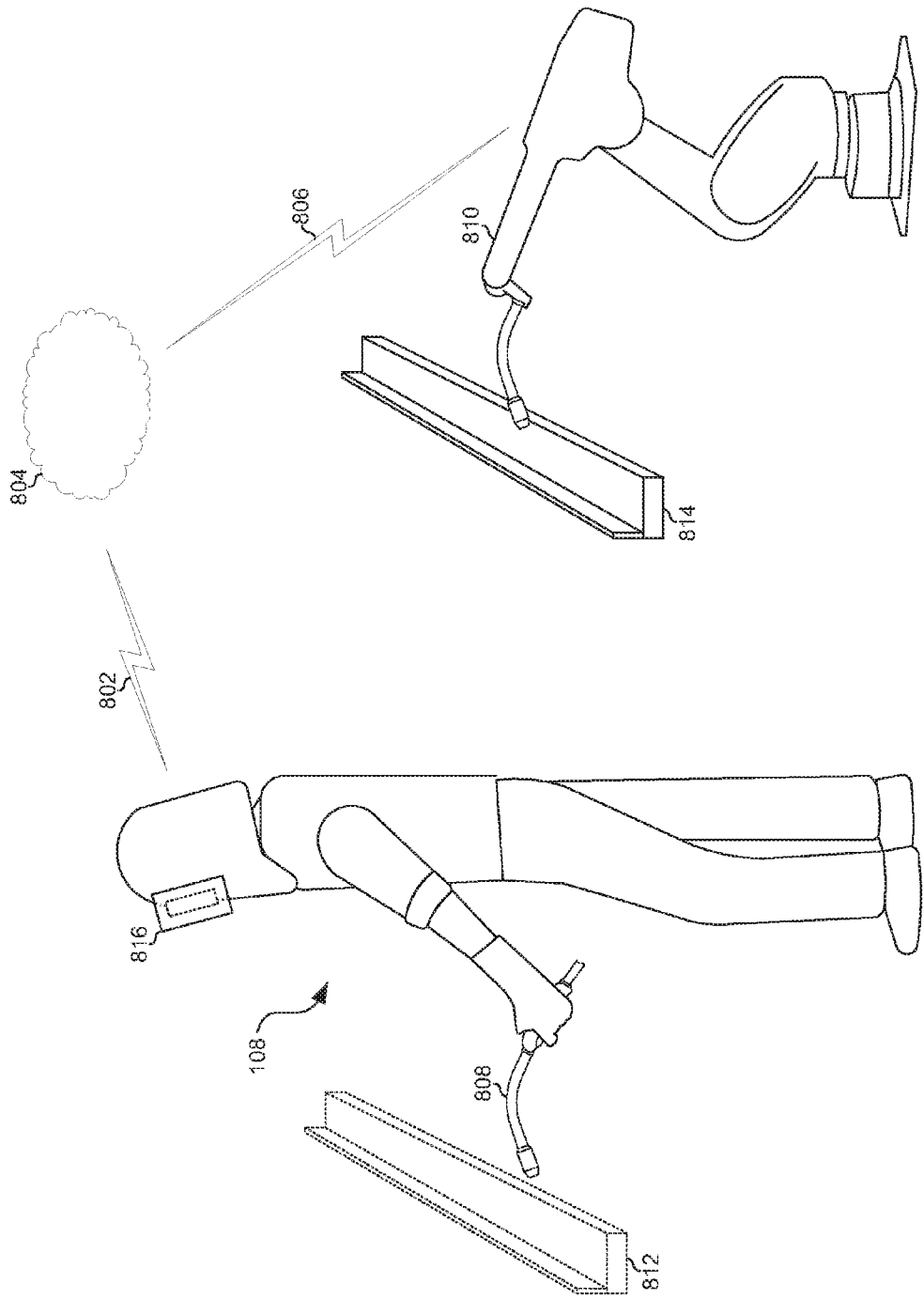


FIG. 8

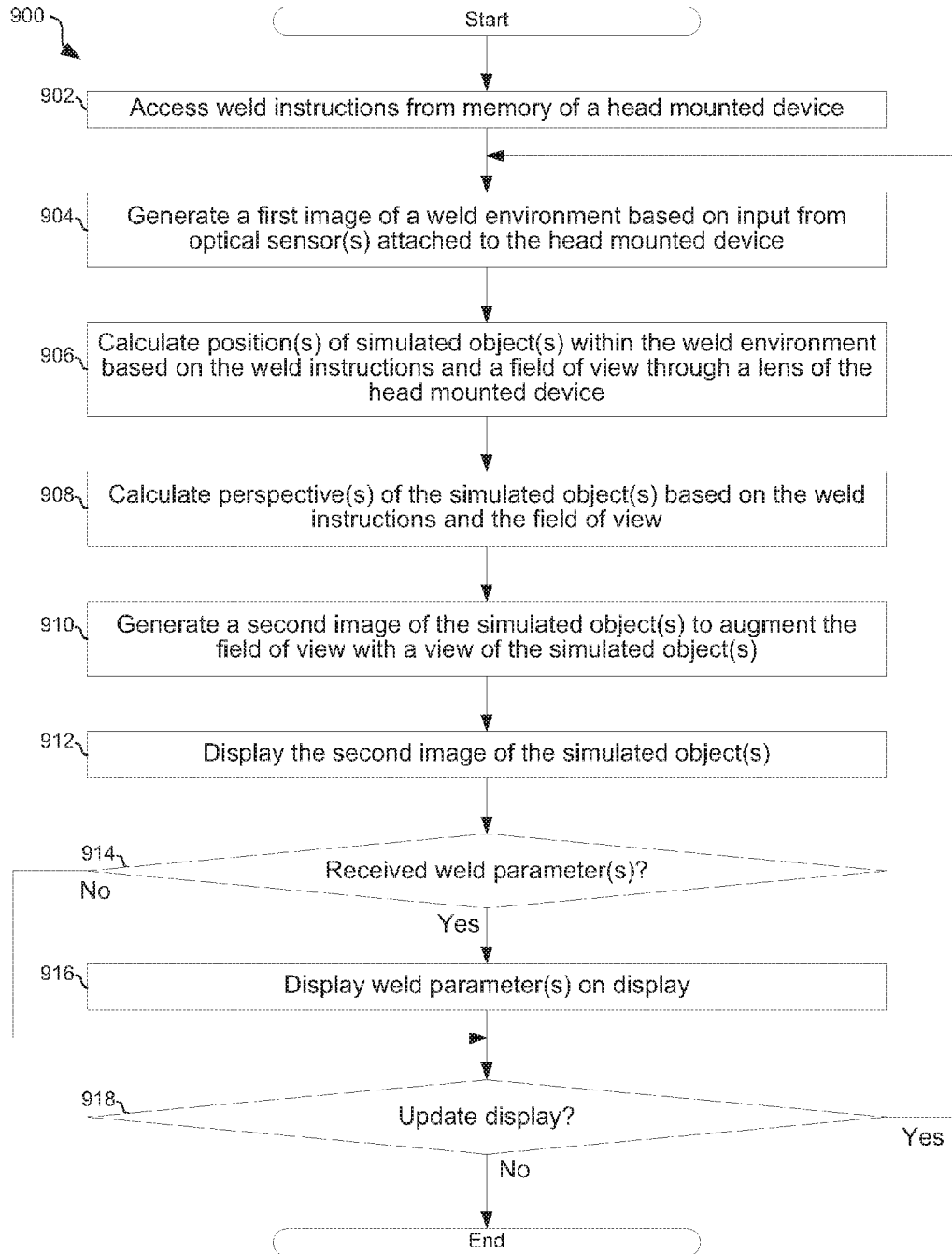


FIG. 9

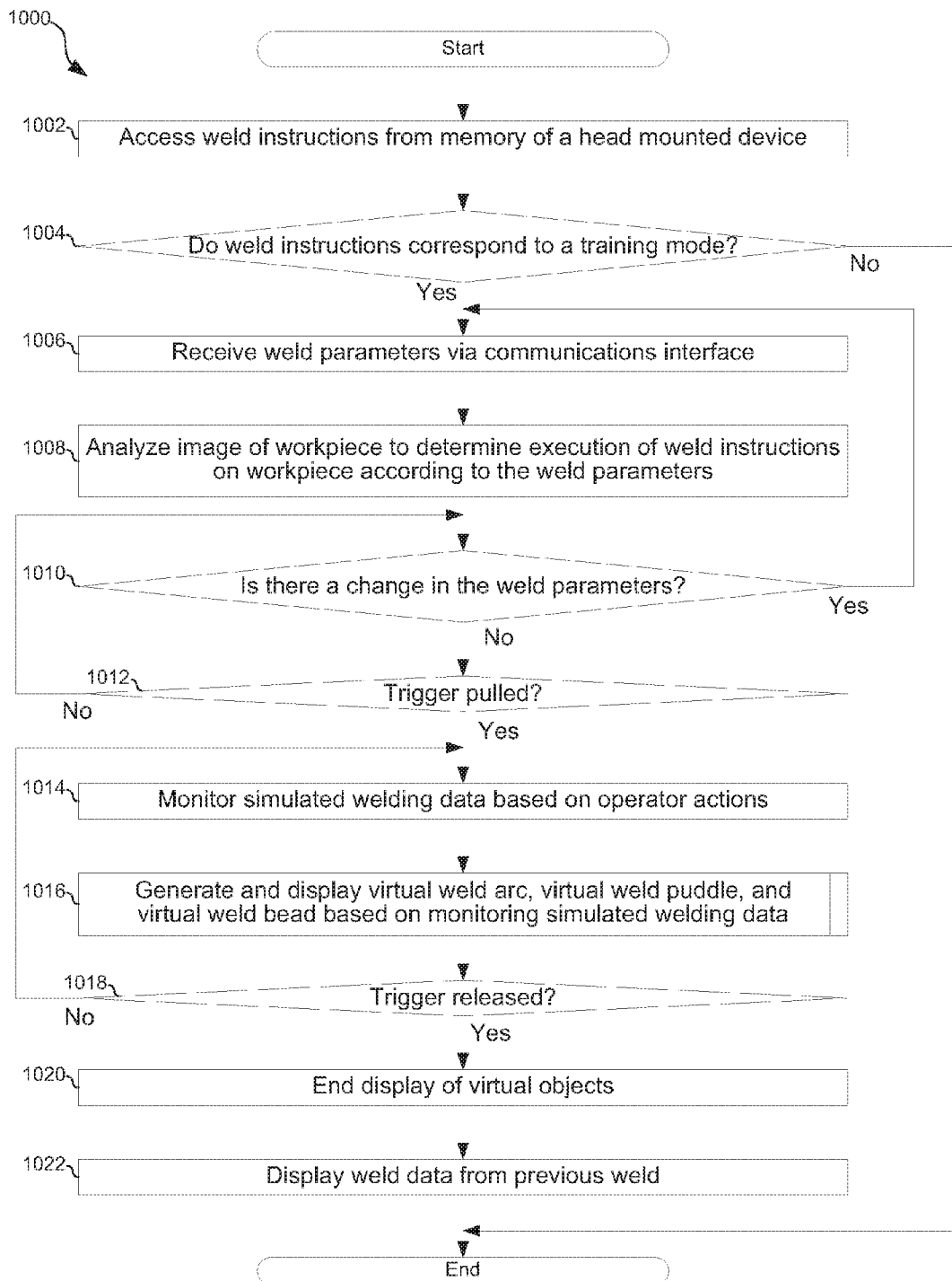


FIG. 10

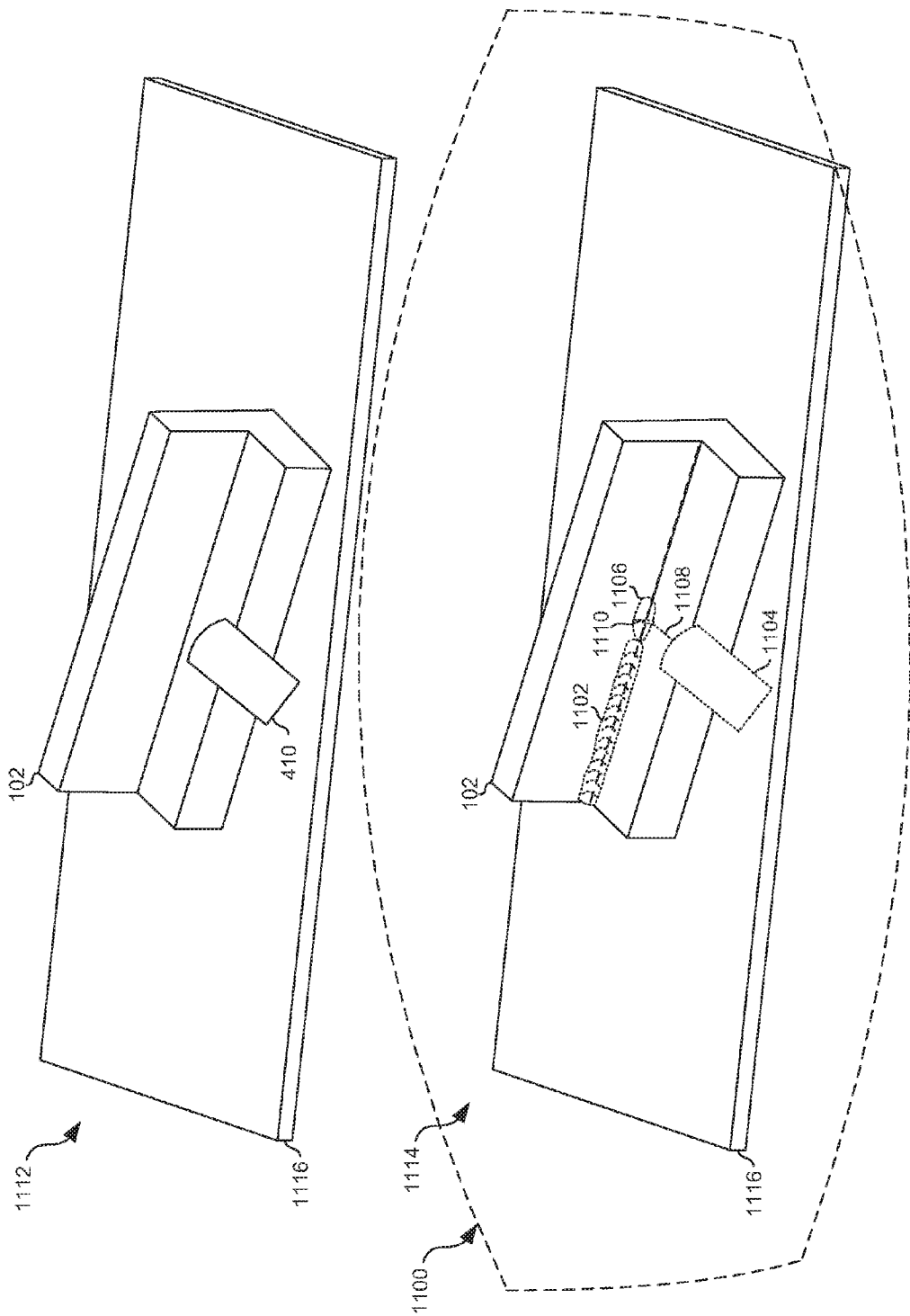


FIG. 11A

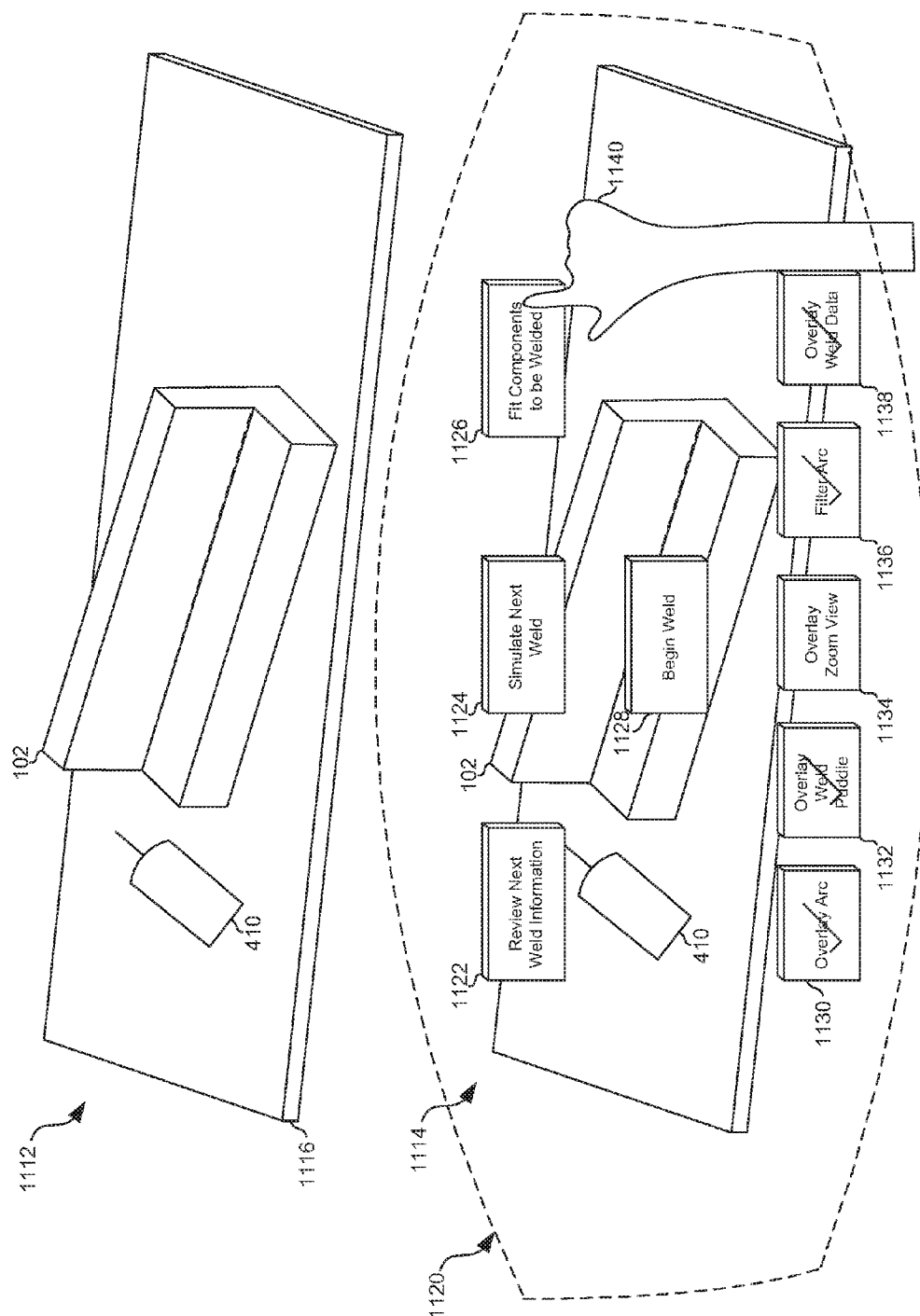


FIG. 11B

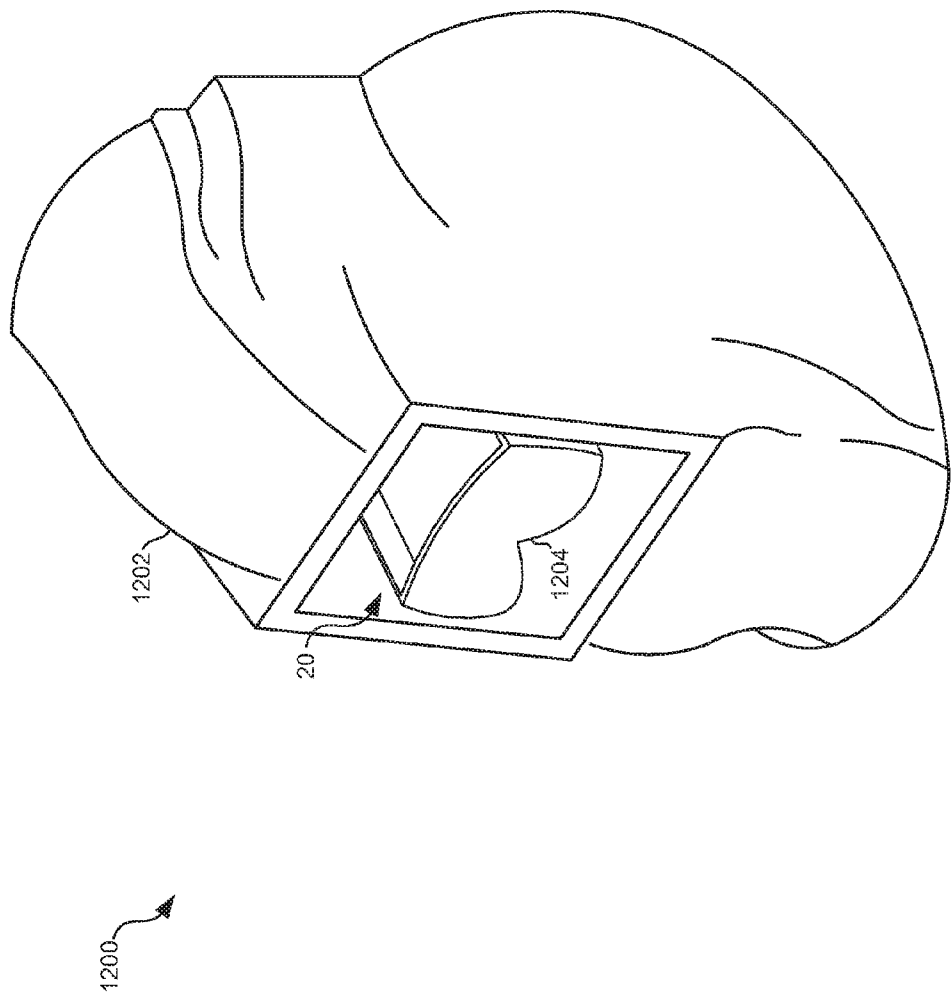


FIG. 12A

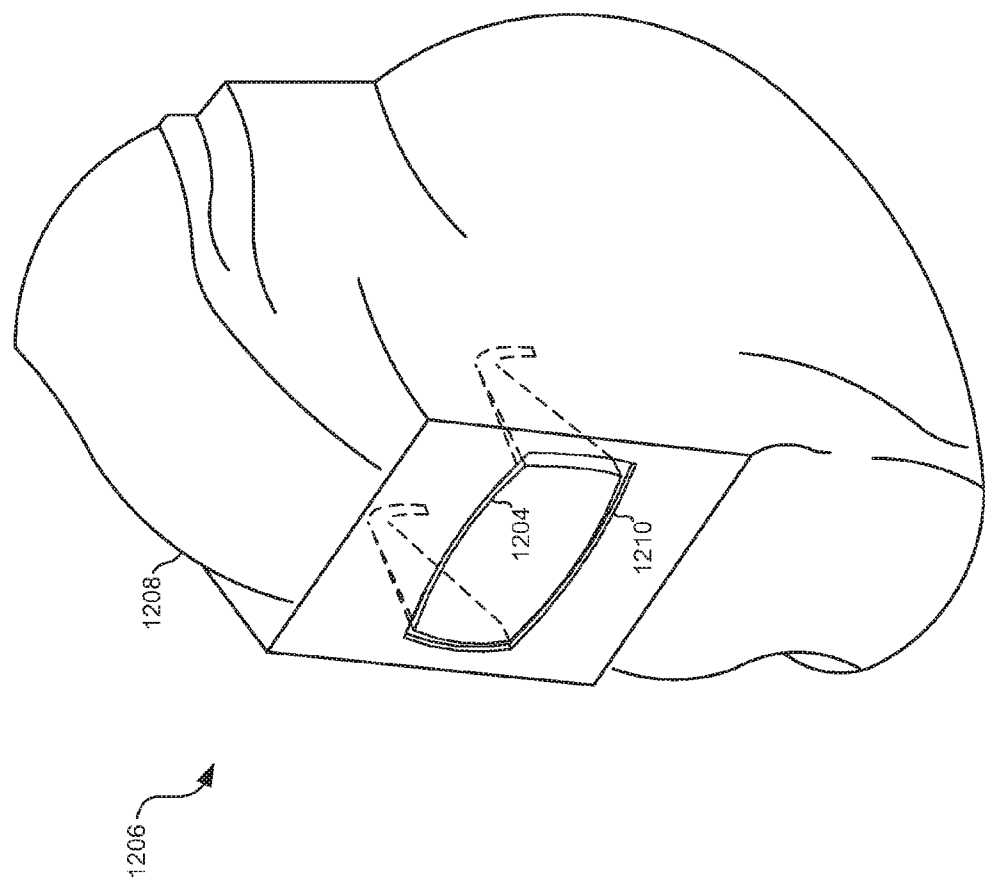


FIG. 12B

SENSOR ASSISTED HEAD MOUNTED DISPLAYS FOR WELDING

RELATED APPLICATIONS

[0001] This patent claims priority to U.S. Provisional Patent Application Ser. No. 62/129,149, filed Mar. 6, 2015, and to U.S. Provisional Patent Application Ser. No. 62/130,316, filed Mar. 9, 2015. The entireties of U.S. Provisional Patent Application Ser. No. 62/129,149 and U.S. Provisional Patent Application Ser. No. 62/130,316 are incorporated herein by reference.

BACKGROUND

[0002] Weld operators suffer from obscured vision in a harsh arc welding environment. The sharp light intensity contrast of welding arc and surroundings make it difficult to see the seam, electrode placement within the seam, torch and travel angles, liquid weld puddle shape and position, and finished weld size and position with good clarity. The problem is compounded with excessive fume and spatter conditions of certain wire, gas and welding processes. Additionally, the welding industry suffers from a lack of skilled operators and a demand for effective operator motor skills training, either in a simulated environment or on the job with real production weldments. It is also desirable to provide real-time information, instructions, process feedback and animation of desired tool motion behavior and weld outcome to aid a weld operator in welding production. It is desirable to enable less skilled and/or experienced weld operators to produce welds that pass quality inspection.

[0003] Further limitations and disadvantages of conventional approaches to welding will become apparent to one of skill in the art, through comparison of such approaches with some aspects of the present method and system set forth in the remainder of this disclosure with reference to the drawings.

SUMMARY

[0004] Methods and systems are provided for a mediated reality welding user interface, substantially as illustrated by and/or described in connection with at least one of the figures, as set forth more completely in the claims.

[0005] Methods and systems are described on augmented reality or mixed reality with see-through or transparent displays that blend computer generated graphics with real welding scene observed directly by human eyes.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. 1 illustrates example operations of an optical head mounted display (OHMD) for welding operable to render 3D augmented reality images before, during, and after welding operations.

[0007] FIGS. 2A, 2B, and 2C illustrate example circuitry of the OHMD of FIG. 1 for welding.

[0008] FIG. 3 is a flowchart representative of example machine readable instructions which may be executed by one or more processors to implement the OHMD of FIGS. 1, 2A, and/or 2B for welding.

[0009] FIG. 4A depicts an example view through an augmented reality welding user interface during a welding operation.

[0010] FIG. 4B depicts another example view through an augmented reality welding user interface during a welding operation.

[0011] FIG. 4C illustrates another example user interface in which a gaze tracking device determines the physical object being gazed on or gaze location in the scene, and uses the determined location or object to provide a zoom view of the gazed area in the display.

[0012] FIG. 4D illustrates another example user interface in which a simulated object (e.g., one or more lasers used in welding and/or cutting operations) are displayed on the head mounted display of FIGS. 2A, 2B, and/or 2C.

[0013] FIG. 5 depicts an example weld sequencing control view through an augmented reality welding user interface.

[0014] FIG. 6 depicts collaboration among disparately located weld operators using an augmented reality welding user interface.

[0015] FIG. 7 illustrates use of an augmented reality user interface for improving the realism of a welding situation when practicing on a coupon.

[0016] FIG. 8 illustrates control of welding robot using an augmented reality user interface.

[0017] FIG. 9 is a flowchart representative of example machine readable instructions which may be executed by one or more processors to implement the OHMD of FIGS. 1, 2A, 2B, and/or 2C to augment a view of a weld environment.

[0018] FIG. 10 is a flowchart representative of example machine readable instructions which may be executed by one or more processors to implement the head mounted device of FIGS. 1, 2A, 2B, and/or 2C to augment weld training with virtual objects.

[0019] FIGS. 11A and 11B illustrate example interfaces displaying simulated objects overlaid on a real scene within fields of view corresponding to the interfaces in accordance with aspects of this disclosure.

[0020] FIG. 12A illustrates an example head mounted system including a conventional welding helmet and a separate head mounted display wearable by an operator under the welding helmet in accordance with aspects of this disclosure.

[0021] FIG. 12B illustrates another example head mounted system including an example welding helmet that has a viewing port sized to fit the head mounted display worn by an operator under the welding helmet.

DETAILED DESCRIPTION

[0022] Aspects of certain embodiments of this disclosure enhance the human welder perception of reality in an improved vision. Aspects of certain embodiments of this disclosure provide replacements for and/or improvements to auto-darkening lens systems which, although they protect the eyes from intense arc, they also darken the surroundings making it difficult for the operator to see the workpiece, the surrounding environment, etc. Aspects of certain embodiments of this disclosure improve weld operator vision without replacing it entirely with virtual reality (VR) technology, which can cause VR sickness such as simulator and motion sickness, and loss of fidelity from other image digitization effects such as spatial resolution, 2D display, time latency from real time event, color depth, parallax and aliasing, relative to direct viewing biologically. Aspects of certain embodiments of this disclosure annotate physical/real objects seen with virtual/holographic 3D objects that are spatially anchored to the real object, rather than a simple 2D data overlay.

[0023] As used herein, the terms hologram and/or holographic refer to stereographic display having a 3D imaging effect such as computer generated image content with holo-

graphic interference patterns, and does not necessarily require projection by laser, using diffraction and/or interference. For example, 3D holographic images may be produced by a dual projector system, with two stacked projectors disposed at a wearer's adjustable inter-pupillary distance.

[0024] Aspects of certain embodiments of this disclosure utilize a holographic image processing and display system to specifically to enhance weld operator user interface using an application programming interface of the image processing and display system. Aspects of certain embodiments of this disclosure provide better training, service, instructions and even welding remotely.

[0025] Aspects of certain embodiments of this disclosure provide a user interface comprising of augmented reality user interface operable to render scenes comprising a mix of physical/real objects and holograms, where the holograms track the real objects in the presence of movement, obstructions, and/or the like.

[0026] Aspects of certain embodiments of this disclosure provide a human welder user interfaces comprising one or more of a of holographic near-eye display (e.g., light field display of micro lens array, etc.), and energy efficient high FOV depth camera, a head tracking sensor, a gaze tracking sensor, and one or more processors (e.g., a central processing unit, a graphics processing unit, and a holographic processing unit) for processing the data from the camera(s) and various sensors to perform, for example, spatial mapping, gesture recognition, wearable user interface, and voice and speech recognition.

[0027] Aspects of certain embodiments of the disclosure comprise a time-of-flight (ToF) depth camera operable to geometrically and dimensionally map a welding scene in 3D, a near-eye display, and associated optics and circuitry operable to render a mixed physical and virtual view to a weld operator.

[0028] Aspects of certain embodiments of this disclosure comprise an augmented reality computing device that takes the input from ToF depth camera or laser scanner or structured light or stereo vision mapping of physical objects and pins virtual 3D objects, holograms and/or annotations onto the physical locations of the real objects despite the movement of the wearer (head or eyes) and/or the physical objects.

[0029] As described below, disclosed examples include generating and displaying virtual objects to a weld operator. Virtual objects may be generated and displayed on a head mounted device to, among other things: 1) enhance the clarity of real objects in a welding scene (e.g., by displaying a clear virtual outline of an actual object, virtual obstruction removal, seeing through fume, etc.); 2) provide instruction on desired weld tool orientation and/or weld tool movement as a real-time guidance and/or coaching tool; 3) simulating a weld arc, a weld puddle, and/or a weld bead during a practice weld using a real weldment that is to be fabricated and/or during operator training; 4) superimpose or project a virtual desired weld pool, a virtual wire, a virtual non-consumable electrode, and/or a weld pool marker over a real weld scene during actual live welding for operator guidance in adjusting torch position, wire position, and/or travel speed; 5) superimpose a substantially opaque arc object to dim or reduce brightness of selected physical object such as the arc; 6) track student operator gaze for training purposes and annotate weld scene to draw the student's attention; 7) measure and display key dimensions of physical objects (e.g. puddle size, contact tip to weld distance (CTWD), arc length); 8) virtually fit compo-

nents onto a weldment being welded for geometric dimensioning and tolerancing (GD&T); 9) simulate welding during weld practice on test coupons in a practice environment with a virtual fabrication component; and/or 10) simulate a weld scene to an operator performing welding via a remote welding device at the weld scene. While examples of virtual objects are disclosed below to accomplish one or more of these purposes, other virtual objects may additionally or alternatively be used.

[0030] Disclosed example head mounted devices include optical and non-optic sensor(s), an augmented reality controller, a graphics processor, and a display. The optical sensor collects a first image of a weld environment, such as a weld cell inside a factory, or a weld zone in outdoor construction or fabrication. Based on the first image of the weld environment and weld instructions that correspond to the weld environment, the augmented reality controller determines a simulated object to be presented in a field of view, a position of the simulated object in the field of view, and a gaze-adaptive perspective of the simulated object in the field of view. The simulated object is representative of an object being present in the field of view and in the weld environment. The graphics processor generates a secondary image representing the simulated object, where the secondary image includes the simulated object in the position and having the perspective determined by the augmented reality controller, and the secondary image is overlaid on the field of view. The display presents the secondary image within the field of view. At least a portion of the weld environment is observable through the display when the display is presenting the second image.

[0031] Disclosed example methods include accessing, with a processor from a storage device, weld instructions corresponding to a weld to be performed in a weld environment. The example methods also include generating, with the processor, a first image of the weld environment based on first input from an optical sensor attached to a head mounted device. The example methods also include calculating, with the processor, a position of a simulated object within the weld environment based on the weld instructions (such as Weld Procedure Specification or WPS) and a field of view through a display device of the head mounted device and calculating, with the processor, a perspective of the simulated object based on the weld instructions and the field of view. The example methods also include generating, with the processor, a second image of the simulated object to augment the field of view with a view of the simulated object, the generating of the second image being determined using the position and the perspective and displaying, on the display device, the second image of the simulated object.

[0032] Disclosed welding interface devices include an optical sensor, an augmented reality controller, a graphics processing unit, and a semi-transparent display. The optical sensor collects an image of a weld environment. The augmented reality controller, based on the image of the weld environment and first instructions that correspond to a weld operation in the weld environment, determines a simulated object to be presented in a field of view, a position of the simulated object in the field of view, and a perspective of the simulated object in the field of view. The graphics processing unit renders the simulated object based on the perspective to represent the simulated object being present in the field of view and in the weld environment. The semi-transparent display presents the rendered simulated object within the field of view based on the position determined by the augmented reality controller,

where at least a portion of the weld environment is observable through the semi-transparent display when the display is presenting the rendered simulated object.

[0033] Some example welding user interface devices further include a body to house the optical sensor and the display. Some example welding user interface devices further include a lens attached to the body, where the lens reduces an intensity of light occurring in the weld environment. In some examples, the lens is arranged to provide the field of view to a wearer of the welding user interface device when the welding user interface device is worn by the wearer, and the display is a near-eye display that is positioned between the lens and the wearer of the welding user interface device when worn by the wearer. In some examples, the body is at least one of a weld operator personal protective equipment, a hard hat, an eye protector, or a face protector.

[0034] Some example welding user interface devices further include a body, where the optical sensor, the graphics processing unit, and the display are attached to the body, and the body is dimensioned to, when worn by a wearer, enable the wearer to further wear a welding helmet. In some examples, the augmented reality controller renders a view of the simulated object when viewing of a second object present in the weld environment is obscured to the field of view.

[0035] In some examples, the augmented reality controller generates the simulated object to identify a next weld to be performed based on a current weld being performed and a specified weld sequence. In some examples, the optical sensor includes a filter configured to mitigate radiation at an arc radiation wavelength. Some example welding user interface devices further include an illuminator to output second radiation at a second wavelength outside of an arc radiation spectrum, where the optical sensor includes a time-of-flight sensor to collect third signals at the second wavelength to generate the image, and the filter includes a bandpass filter to mitigate light at wavelengths other than the second wavelength.

[0036] In some examples, the graphics processing unit comprises a holographic processing unit. In some examples, the simulated object includes at least one of a weld pool, a finished weld bead, an electrode, an electrical arc, a laser path, a shielding gas path, a powder path, a weld tool, a weld bead, a weld joint, a weld fixture, a weldment or parts to be fitted or assembled onto the weldment after welding. In some examples, the simulated object includes an electrical arc, the graphics processing unit to render the simulated object to be at least partially opaque and the position corresponding to a portion of the field of view in which an actual electrical arc is present in the weld environment. In some such examples, the display displays the rendered simulated object to reduce an intensity of light from the actual electrical arc that is observable to a wearer of the welding user interface device.

[0037] In some examples, the graphics processing unit renders a zoomed view of a portion of the field of view, and the augmented reality controller determines the portion of the field of view based on at least one of the image or input from a gaze tracker. In some examples, the augmented reality controller determines the position of the zoomed view of the portion of the field of view as a corner of the field of view.

[0038] In some example welding user interface devices, the optical sensor collects a third image of the weld environment, the augmented reality controller updates the position and the perspective of the simulated object based on the third image of the weld environment, and the graphics processing unit renders the simulated object based on the update to the posi-

tion and the perspective by the augmented reality controller. Some example welding user interface devices further include a communications controller to communicate a disable command in response to identifying a deviation from the first instructions, where the disable command causes at least one of a welding torch, a welding power source, or a welding wire feeder to be disabled. In some examples, the augmented reality controller is to determine a status of a weld being performed and compare the status to the first instructions, where the augmented reality controller determines the position and the perspective of the simulated object based on the comparison.

[0039] In some examples, the optical sensor includes a three-dimensional laser scanner, structured light sensor, time of flight camera, and/or stereo vision cameras, and the first image is a three-dimensional depth map. Some example welding user interface devices further include a communications interface to receive data representative of a weld being performed, where the graphics processing unit renders a graphic representing the data and the display to present the graphic. In some examples, the graphics processing unit includes a holographic processor.

[0040] In some examples, the augmented reality controller includes a first coprocessor and the graphics processing unit includes a second coprocessor. Some example welding user interface devices further include an inertial measurement unit to provide at least one of movement information or orientation information corresponding to the field of view, where the augmented reality controller determines at least one of the position of the simulated object or the perspective of the simulated object based on the at least one of the movement information or the orientation information.

[0041] In some examples, the first instructions correspond to a welding operation to be performed, and the augmented reality controller determines that a view of a first physical object in the weld environment is at least partially blocked based on analyzing the image, the graphics processing unit to render the simulated object to include at least a blocked portion of the first physical object. In some examples, the first instructions correspond to an electrical arc being present in the field of view, and the augmented reality controller determines the simulated object to be at least one of an electrode, a torch, a weld puddle, a weld bead, or a seam to be welded based on the electrical arc reducing visibility of the weld environment.

[0042] In some examples, the first instructions correspond to a portion of a subsequent welding operation that is to be performed after a current welding operation is complete, and the augmented reality controller determines the simulated object to correspond to a location of the subsequent welding operation on a workpiece. In some examples, the first instructions correspond to a physical object in a second weld environment, the first instructions including a second location and a second perspective of the physical object in the second weld environment, and the augmented reality controller determines the location based on the second location and determine the perspective based on the second perspective.

[0043] In some examples, the first instructions correspond to a simulated environment of a workpiece, and the augmented reality controller determines that the simulated object represents an object in the simulated environment. In some such examples, the object is a physical object in the weld environment or a holographic object in the weld environment. In some examples, the first instructions correspond to cutting

procedure, and the augmented reality controller determines that the simulated object is at least one of a simulated laser envelope, a simulated gas envelope, or a simulated cut outline.

[0044] Disclosed example methods to augment a view of a weld environment include accessing first instructions corresponding to a weld operation to be performed in a weld environment, generating images of the weld environment using an optical sensor attached to a head mounted device, and calculating a position of a simulated object within the weld environment based on the first instructions and a field of view through a semi-transparent display device of the head mounted device. The simulated object is representative of an object being virtually present in the field of view and in the weld environment. The example methods further include calculating a perspective of the simulated object based on the first instructions and the field of view, rendering the simulated object to augment the field of view with a view of the simulated object. The rendering is based on the position and the perspective. The example methods further include displaying the rendered simulated object on the semi-transparent display device so that at least a portion of the weld environment is viewable through the display device when the rendered simulated object is displayed.

[0045] Some example methods further include receiving a weld parameter and displaying the weld parameter on the display device. Some example methods further include determining a change in the field of view based on the images from the optical sensor and calculating a second perspective of the simulated object within the weld environment based on the change in the field of view. The position of the simulated object within the weld environment is constant. Some example methods further include rendering the simulated object corresponding to the position and the second perspective to generate a second rendering of the simulated object and displaying, on the semi-transparent display device, the second rendering of the simulated object.

[0046] Some example methods further include determining a change in the field of view based on the images from the optical sensor, calculating a second perspective of the simulated object within the weld environment based on the change in the field of view, calculating a second position of the simulated object within the weld environment based on the first instructions, rendering the simulated object corresponding to the second position and the second perspective to generate a second rendering of the simulated object, and displaying, on the semi-transparent display device, the second rendering of the simulated object. In some examples, the generating of the images of the weld environment includes converting time-of-flight data to the images.

[0047] FIG. 1 illustrates example operations of a head mounted system 20 for welding operable to render 3D holographic images before, during, and after welding operations. Shown is a person 108 wearing head mounted system 20, a physical (i.e., actual) welding torch 112, a physical workpiece 102, virtual torch 104, and virtual objects 114. In an example implementation, the head mounted system 20 may comprise a single integrated unit with protective shell 111 and optical head mounted display 109 (OHMD). In another example implementation, the OHMD 109 may be used in conjunction with and/or integrated into a welding helmet having a shell 111 and auto-darkening lens 107 and a separate OHMD 109 which may mount to the shell 111 and over (or under) the lens 107. In various example implementations, the

head mounted system 20 may comprise any combination of one or more of a helmet, a mask, goggles, glasses, a hard hat with eye protection, a helmet attachment, a mask attachment, a goggle attachment, and/or the like.

[0048] The scenario shown in FIG. 1 may be, for example, prior to the wearer 108 using torch 112 to weld workpiece 102. In this scenario, the head mounted system 20 (e.g., via the OHMD 109) may, for example, present an instructional/training holographic image or video of the virtual torch 104 welding the workpiece 102 in the manner in which the welding equipment operator is to weld the workpiece 102. The image or video may be based, for example, on computer-aided design (CAD) models for the workpiece 102, the finished weld on the workpiece (not shown), welding work instructions for the workpiece 102, and/or other data about the work retrieved from local and/or remote (e.g., on a networked server, in a cloud data center, etc.) storage. For example, the holographic image or video may show the virtual torch 104 passing the workpiece in the direction indicated by arrow 106, and having appropriate parameters (e.g., travel angle, work angle, travel speed, contact-tip-to-work distance, and/or aim or wire placement) at various points along the seam as it makes the pass. In this pre-weld instructional scenario, the virtual objects 114 may, for example, provide additional information about the weld to be performed. For example, objects 114 may provide text instructions describing the actions being performed by the virtual torch 104 and/or providing advice, warnings, clamp engagement, pre-heat, surface cleaning and tack weld reminders, notes previously taken by a welding equipment operator working on a similar workpiece, etc. As another example the objects 114 may comprise actual photographs of previous welds performed on similar workpieces. The virtual objects 114 may provide controls that the wearer 108 can virtually interact with to control what s/he sees. For example, the objects may be fast forward, rewind, pause, play, etc. controls that the wearer 108 can virtually interact with (through gesture recognition, wearable user interface, voice recognition, physical controls, and/or the like) to control the playback of the virtual welding operation. The virtual objects 114 may, for example, provide graphical representations (e.g., charts, meters, etc.) of welding parameters (such as torch angles, speed, aim, etc.) and/or welding equipment settings (e.g., voltage, amperage, wire speed) of the virtual torch as it performs the virtual weld.

[0049] As another example, the scenario shown in FIG. 1 may be after the workpiece 102 has been welded. In this scenario, the head mounted system 20 may present a recording of the welding operation performed on the workpiece 102. This enables the wearer 108 (who may be the welding equipment operator who performed the weld or an instructor, inspector, or the like) to review the weld operation to, for example, inspect for possible quality issues. The virtual objects 114 may, for example, provide additional information about the weld that was performed. For example, objects 114 may provide text describing aspects of the weld that were done properly and those that were not. As another example the objects 114 may comprise actual photographs of the completed weld (e.g., with the arc and/or other obstructions removed so the wearer 108 can clearly see, for example, what was happening in the weld puddle during the weld). The virtual objects 114 may provide controls that the wearer 108 can virtually interact with to control what s/he sees. For example, the objects may be fast forward, rewind, pause, play, etc. controls that the wearer 108 can virtually interact with

(through gesture recognition, voice recognition, wearable user interface, physical controls, and/or the like) to control the playback of the recorded welding operation. The virtual objects **114** may, for example, provide graphical representations (e.g., charts, meters, etc.) of welding parameters (such as torch angles, speed, aim, etc.) and/or welding equipment settings (e.g., voltage, amperage, wire speed) of the that are time synchronized to the playback of the recording. In this manner, the wearer **120** could, for example, virtually touch a portion of the completed weld bead to cause the video to seek to the point of the recording at which the touched portion of the weld bead was laid down and cause the virtual objects **114** to display the equipment settings, torch parameters, etc. that were present at the time the touched portion of the weld bead was laid down. Alternatively, the virtual object could be a 3D virtual torch in the proper orientation relative to the workpiece **102** (e.g. work angle and travel angle) and position to achieve the desired results, that is different than the recorded torch movement. Both desired and actual virtual torches can be animated together in the playback on the real seam to contrast the difference or gap for improvement.

[0050] In another example scenario, the virtual torch **104** and objects **114** may be rendered and presented to the wearer during welding of the workpiece **102**. For example, the virtual torch **104** may provide a guide for welding parameters such as torch angles, speed, aim, etc. during the welding operation such that the goal is for the wearer **108** to keep the real torch **112** aligned in three dimensions with the virtual torch **104** as the weld progresses. As another example the virtual objects **114** may present real-time visual feedback such as actual torch angles, torch speed, contact tip to work distance, welding equipment settings, etc. during a welding operation. As discussed below, the head mounted system **20** may provide an outline or wire-frame model of the important objects superimposed on the real objects such that the wearer **108** can simultaneously see both the arc/puddle and points of the workpiece **102** at a distance from the arc which would normally be too dark through the auto-darkening lens when the arc is present, or physically obstructed due to the viewing angle.

[0051] Referring to FIG. 2A, an example implementation of head mounted system **20** is shown. In the example implementation, the head mounted system **20** comprises circuitry including: one or more optical sensor(s) **216** (e.g., cameras), a near-eye display **222**, electromechanical user interface components **207**, an antenna **202**, a communication port **204**, a communication interface **206**, a user interface driver **208**, an augmented reality controller **210**, speaker driver circuitry **212**, speaker(s) **213**, a graphics processing unit (GPU) and/or holographic processing unit (HPU) **218**, display driver circuitry **220**, power source **224**, an optional auto-darkening lens **226**, sensor(s) such as inertial measurement unit (IMU) sensors for head tracking **228**, and a communications controller **230**. The head mounted system **20** also includes a body or shell **232**, to which the optical sensor(s) **216** such as outward facing 3D depth camera (e.g. ToF or structured light), outward facing optical camera(s) and inward facing gaze tracking devices, the near-eye display **222**, the optical components to support the near-eye display as holographic projector(s), the electromechanical user interface components **207**, the antenna **202**, the communication port **204**, the communication interface **206**, the user interface driver **208**, the augmented reality controller **210**, the speaker driver circuitry **212**, the speaker(s) **213**, the graphics processing unit (GPU)

and/or the holographic processing unit (HPU) **218**, the display driver circuitry **220**, the power source **224**, an optional auto-darkening lens **226**, the IMU sensors **228**, and/or the communications controller **230** may be attached or mounted.

[0052] Antenna **202** may be any type of antenna suited for the frequencies, power levels, etc. used for radio frequency (RF) wireless communications (e.g., Wi-Fi, WiFi hotspot or MiFi, Bluetooth, Bluetooth Low Energy, Zigbee, NFC, cellular network, PAN/WPAN, BAN and/or the like) between the head mounted system **20** and other devices such as wireless access point (WAP), welding equipment, wireless base stations, phones, computers, etc.

[0053] Communication port **204** may comprise, for example, an Ethernet port, a USB port, an HDMI port, a fiber-optic communications port, a FireWire port, a field bus port, a fiber optics port, and/or any other suitable port for interfacing with a wired or optical cable via which the head mounted system **20** may communicate with other devices such as welding equipment, wireless base stations, phones, computers, etc.

[0054] Communication interface circuitry **206** is operable to interface the augmented reality controller **210** to the antenna **202** and the port **204** for transmit and receive operations. For transmit operations, communication interface **206** receives data from augmented reality controller **210**, and packetizes the data and converts the data to physical layer signals in accordance with protocols in use by the communication interface **206**. The data to be transmitted may comprise, for example, control signals for controlling the torch **112**. For receive operations, communication interface **206** receives physical layer signals via antenna **202** or port **204**, recovers data from the received physical layer signals (demodulate, decode, etc.), and provides the data to augmented reality controller **210**. The received data may comprise, for example, commanded settings and/or actual weld process signals and feedbacks measured by the equipment **12** and/or other sensors (e.g., voltage, amperage, wire speed settings and/or measurements, power, heat input, and/or logic state in weld process control state machine). Signals output to communication interface **206** may comprise, for example, signals to control the settings of equipment **12**. Such signals may be generated based on signals from GPU **218** and/or the user interface driver **208**. Signals from communication interface **206** comprise, for example, indications (received via antenna **202**, for example) of commanded settings and/or actual weld process signals.

[0055] The electromechanical user interface components **208** may comprise, for example, one or more touchscreen elements, speakers, microphones, physical buttons, etc. that generate electric signals in response to user input. As described below, user interaction with the head mounted system **20** may additionally, or alternatively, be through gestures captured by camera(s) **216** and detected through image processing algorithms performed by the GPU **218**.

[0056] User interface driver circuitry **208** conditions (e.g., de-bounce, filter, digitize, etc.) signals from user interface components **208** for conveyance to the augmented reality controller **210**.

[0057] The augmented reality controller **210** processes data from communication interface **206**, user interface driver **208**, and GPU **218**, and to generate control and/or data signals to be output to speaker driver circuitry **212**, GPU **218**, and communication interface **206**. The augmented reality controller **210** may execute instructions stored in memory **211** and/or

read and write data to and from memory **211**. The memory **211** may include any type of volatile and/or non-volatile machine-readable storage device (e.g., random access memory, read only memory, hard disk, flash memory, etc.). In some examples, the augmented reality controller **210** includes the memory **211**, the GPU **218**, the sensor(s) **228**, and/or the user interface driver **208**, such as in a system-on-chip (SoC) implementation.

[0058] In some examples, the augmented reality controller **210** loads or accesses weld instructions (e.g., from the memory **211**, from the communications interface **206**, etc.) that correspond to a weld environment and/or to a weld that is to be performed or simulated. The augmented reality controller **210** also receives one or more images from one or more optical sensor(s) such as the camera(s) **216**. The augmented reality controller **210** determines one or more simulated object(s) to be presented in a field of view through the auto-darkening lens **226**. For example, the simulated object(s) may include a weld pool, a finished weld bead, a wire, an electrical arc, a weld joint, a weld fixture, a weldment, components to be assembled after welding, material to be removed in post weld machining, and/or any other desired object or processing. Example weld instructions indicate a desired position of a weld, a position of a workpiece in the weld environment, and/or any other information describing the weld to be performed. Virtual assembly using virtual components in post-weld operations downstream may facilitate geometric dimensioning and tolerancing (GD&T) checks on work-in-process weldment, such as to examine the effect of tolerance stack-up and/or distortion. Based on the weld instructions and the received image(s), the example augmented reality controller **210** determines a position of the simulated object in the field of view and determines a perspective of the simulated object in the field of view.

[0059] Speaker driver circuitry **212** conditions (e.g., convert to analog, amplify, etc.) signals from augmented reality controller **210** for output to one or more speakers **213**. The speakers **213** may use spatial sound to simulate sound emanating from specific location (e.g. from a virtual welding arc) in the scene.

[0060] The power source **224** may comprise, for example, a battery, circuitry for charging the battery from an AC and/or DC power source, and circuitry for conditioning/delivering energy from the battery to the other circuitry of the head mounted system **20**.

[0061] In an example implementation, the camera(s) may be based on time-of-flight or ToF depth or distance measurement camera, illuminating the scene with an actively modulated light source such as laser or light pulse and measuring the phase shift between the illumination and reflection, and/or time-of-flight of a light signal between the camera and the subject for each point of the image. In this type of camera, the entire scene is captured at once. In another example implementation, the camera(s) **216** may be a 3D laser scanner or structured light, which may be used to scan objects and produce a 3D drawing or model, often used for reverse engineering of a physical component/part. Yet another example implementation is two cameras spaced apart to provide stereo vision and depth perception with more complex image processing and possibly slower frame rate. ToF camera may perform well in both low-light and bright-light conditions (which helps for viewing the welding arc), may involve lower complexity to implement, provide faster response time (higher frame rate), be compact, cost-effective, and without

moving parts. Structured light, however, may provide higher spatial resolution and/or depth accuracy than a ToF camera. The camera(s) **216** may provide, for example, sub-millimeter depth accuracy and 160 fps (or higher) frame rate. Since the depth measurement is extracted from phase shift for ToF, the intensity contrast between the arc and the surrounding may have less effect on the measurement than when using structured light. In some examples, the camera(s) **216** are configured with a filter that mitigates light at the arc light wavelength(s) (or spectrum).

[0062] The ToF camera imager may have CMOS pixel array designed to respond to the spectrum of the illumination light source so that the arc light and emission can be significantly attenuated (or not responded to by the imager), thus achieving much improved signal to noise ratio. The light source may be LED or laser diode, for example. For example, studies have shown that in pure argon GTAW welding, 10% CO₂ 90% argon blend GMAW welding and 5% O₂ 95% argon welding of steel, the near infrared spectra of arc shows peak intensity around 914 nm. Therefore, if the illuminating laser is set at 980 nm wavelength, thus having a longer wavelength than the peak arc intensity wavelength, or 850 nm, thus having shorter wavelength than the peak arc intensity wavelength, the system may effectively block out the visible and near infrared arc spectrum and have reliable 3D mapping of the welding scene. Another benefit of using reflected light is that solid objects reflect light, but gaseous media such as arc plasma do not reflect the light. The arc object does not reflect the illumination light as well as solid objects like welding wire (before and after being melted), molten metal in flight, spatter balls, contact tip, joint, weld pool surface and weld seam etc. Therefore the arc is almost invisible to the depth sensing TOF camera. However, arc light does provide a power level of illumination, potentially much higher than the power of ToF illumination light source. Use of a non-integrating ToF sensor that does not integrate light over time and that uses a near infrared detector (such as InGaAs) to capture the reflected short laser pulse, is one example solution to this problem. The depth resolution may be improved by adaptively increasing the laser power in areas of the scene where arc is present, with the intensity information used as a confidence metric to improve accuracy with imaging process algorithms such as Kalman filter.

[0063] Graphics processing unit (GPU) **218** is a graphics processor that processes pixel and/or other image data. In the example of FIG. 2A, image processing includes processing of pixel data from camera(s) **216** and the generation of pixel data for output to the near-eye display **222** via driver **220**. Although the GPU **218** performs holographic processing in an example implementation, in another implementation there may be a dedicated holographic processing unit (HPU) working in conjunction with the GPU **218**.

[0064] The example augmented reality controller **210** and the GPU **218** may be implemented using separate and discrete processors, co-processors, and/or a same processor. In the example of FIG. 2A, the augmented reality controller **210** and the GPU **218** are installed in the body **232** of the head mounted system **20**. In other examples, the augmented reality controller **210** and/or the GPU **218** are external to the body **232** of the head mounted system **20** and communicate with the components that are mounted to the body **232** of the head mounted system **20** via the communication interface **206** (e.g., via the port **204** and a wired connection, and/or via the antenna **202** and a wireless connection).

[0065] In some examples, the augmented reality controller 210 determines a status of a weld being performed (e.g., via the sensors 228, communications received via the communications interface 206, and/or the camera 216) and compares the status to the weld instructions. The augmented reality controller 210 determines the position and the perspective of the simulated object based on the comparison.

[0066] Processing of pixel data from camera(s) 216 may comprise, for example, analyzing the pixel data to detect gestures, position, and the like of a wearer of the head mounted system 20. This may include, for example, correlating the gestures/position of the wearer with the virtual position of rendered holographic objects to detect when the wearer is interacting with such user interface objects. A determination that the wearer is interacting with a holographic object may, for example, result in a signal to augmented reality controller 210 such that an appropriate response to the interaction can be taken.

[0067] Generation of pixel data for output to the display driver 220 may comprise, for example, rendering image data (3D CAD models, comprising text, graphics, still photos, and/or videos) retrieved from memory 211 to produce 3D holographic objects. Determined position information of the surrounding environment may, for example, be used during rendering so that the holographic images appear to the wearer to be on or in particular locations in the surrounding environment with context-aware fitness.

[0068] The near-eye display 222 may include, for example, a near-eye light field display, a reflective micro-display, a digital micro-mirror device, a virtual retinal display, a liquid crystal on silicon (LCoS) display, a holographic display, a LCoS phase-only holographic display, a ferroelectric LCoS display, a transmissive/back-lit/front-lit/transflective liquid crystal display (LCD), an organic light emitting diode (OLED) display, a light modulator, a microlens array, a digital light processing display (DLP), an interferometric modulator display (IMOD), a field emission display (FED), a PicoP display from Microvision, a display containing electrochromic material such as tungsten oxide, a display containing suspended particles, an electronic paper display, a display with sapphire substrate and/or any other suitable type of display operable to convert electrical signals into optical signals viewable by a wearer of head mounted system 20 and superimposed on the views of the real world. Example near-eye display devices that may be used to implement the near-eye display 222 are described in U.S. Pat. No. 9,097,891, issued Aug. 4, 2015. The entirety of U.S. Pat. No. 9,097,891 is incorporated herein by reference. In an example implementation, the near-eye display 222 allows the wearer to directly see the surrounding physical environment with the optoelectronic reconstructed holographic images overlaid on the view (this may be referred to as “augmented reality”). The virtual objects are blended in the proper locations and orientation of real scene based on the 3D measurement from depth cameras.

[0069] Auto-darkening lens 226 comprises a lens (e.g., a single cell LCD sandwiched between glass and a polarizer, having a transparency that varies based on a control signal provided by augmented reality controller 210 and/or by a photodiode sensor 228. In this manner, when the welding arc is present the lens may be darkened to protect the wearer's eyes and when the welding arc is not present the lens may be lightened so that wearer can see his/her surrounding environment. A photodiode may be wired to control the near-eye display 222 directly and/or via the augmented reality control-

ler 210 and/or the GPU 218 to create an auto-darkening effect in the near-eye display 222, instead of relying on the auto-darkening lens 226 for the darkening. Although display 222 may be controlled to have the auto-darkening effect of 226 for the purpose of viewing, 226 may be still needed to protect the exposed skin from arc exposure such as coatings to block ultraviolet and infrared and intense arc light. Some display technologies mentioned above such as a display containing electrochromic material may be used to create the auto-darkening effect as part of holographic display without an additional physical auto-darkening lens 226 as described in this paragraph.

[0070] One example way to package the components 202-232 of FIG. 2A is to integrate the components 202-232 within one helmet (e.g., the head mounted system 20 including the shell 111 of FIG. 1). Another example way to package the components 202-232 of FIG. 2A is to package the different groups of the components 202-232 separately. For example, the auto-darkening lens 226 may be included in a welding helmet and the remaining components 202-224, 228, 230 may be packaged into a second wearable device. Alternative packaging may also be used. Packaging groups of the components 202-232 separately may provide cost benefits if, for example, the augmented reality/holographic wearable device is produced in high volume for applications other than welding.

[0071] The sensor(s) 228 may comprise, for example, a charge-coupled device, a black silicon sensor, an IR sensor, an acoustic sensor, an induction sensor, a motion sensor, an optical sensor, an opacity sensor, a proximity sensor, an inductive sensor, an Eddy-current sensor, a passive infrared proximity sensor, a radar, a capacitive displacement sensor, a hall-effect sensor, a magnetic sensor, a GPS sensor, a thermal imaging sensor, a thermocouple, a thermistor, a photoelectric sensor, an ultrasonic sensor, an infrared laser sensor, an inertial motion sensor, a MEMS internal motion sensor, an ultrasonic 3D motion sensor, an accelerometer, an inclinometer, a force sensor, a piezoelectric sensor, a rotary encoder, a linear encoder, a chemical sensor, an ozone sensor, a smoke sensor, a heat sensor, a magnetometer, a carbon dioxide detector, a carbon monoxide detector, an oxygen sensor, a glucose sensor, a smoke detector, a metal detector, a rain sensor, an altimeter, an activity sensor, an object detector, a marker detector, a laser rangefinder, a sonar, a capacitive sensor, a heart rate sensor, and an RF/micropower impulse radio (MIR) sensor. The example sensors 228 of FIG. 2A include an IMU sensor(s) 228a and a gaze tracker 228b. The sensor(s) 228 may, for example, be operable to track head movement and pose (by the IMU sensor(s) 228a) and eye movement and position (by gaze tracking devices) of the weld operator wearing the head mounted system 20. The example gaze tracker 228b includes a light emitter (e.g., one or more infrared (IR) LEDs), a receptor (e.g., an image sensor) and electronics and software for data processing. The gaze tracker 228b may employ LED light to illuminate eye and sensor to detect light reflection off the cornea of each eye pupil. The gaze tracker 228b may include an inward-facing camera to capture eye position and movement frame by frame and/or special-purpose contact lenses having an embedded mirror and/or magnetic sensors. In addition to gaze tracking, the software may incorporate input from the IMU sensor(s) 228a for head movement together with input from pupil sensors to achieve better precision on the location of the physical scene observed by wearer's eyes. The combination of inputs from the IMU

sensor(s) **228a** and the gaze tracker **228b** improves the computed accuracy of locations of virtual objects in the display so that the virtual objects relate to the directly observed physical objects in a mixed media environment. For example, when the head moves, or when the eye pupil moves, the virtual objects are re-rendered and repositioned in the display so that the relationship of the virtual objects and physical objects are kept. Example gaze trackers and methods of gaze tracking that may be used to implement the gaze tracker **228b** and augmented reality controller **210** of FIG. 2A are described in U.S. Pat. No. 9,244,539, issued on Jan. 26, 2016. The entirety of U.S. Pat. No. 9,244,539 is incorporated herein by reference.

[0072] The example communications controller **230** disable a welding torch in response to the augmented reality controller **210** identifying a deviation from the weld instructions. For example, if the augmented reality controller **210** generates a simulated object for display that indicates a next weld to be performed at a first location in the weld environment, and detects (via the sensors **228** and/or the camera(s) **216**) that the weld operator is directing the torch toward a different location, the example augmented reality controller **210** may signal the communications controller **230** to disable the torch. In response, the communications controller **230** generates the appropriate commands to disable the torch and transmits the commands via the communications interface **206** (e.g., to a power supply for the torch). In some examples, the communications controller **230** serves as an interface mechanism to the power supply and does not directly control the torch. The commands are received at and implemented by the power supply for the torch to disable the torch.

[0073] In some examples, the circuitry depicted as part of the head mounted system **20** may reside in any combination of the head mounted system **20**, the equipment **12**, the computer **30**, and/or any other devices electrically and/or communicatively coupled to the head mounted system **20**. For example, the GPU **218**, or portions thereof, may reside in the computer **30** or equipment **12** where additional supply power may be available such that the GPU **218** can perform more intensive processing without draining the battery of the OHMD too quickly.

[0074] FIG. 2B is an example circuitry of the OHMD using ToF camera for welding of FIG. 1 detailing the drive circuit of ToF. ToF controller circuitry **216D** controls the light pulse illuminator **216C**, and the 3D ToF sensor or CMOS pixel array **216A** via analog front end **216B**. The ToF controller circuitry **216D** may be, for example, a state machine that synchronizes the operation of **216A**, **216B** and **216C**. The controller circuitry **216D** may control the pixels scan, compute the depth measurement of each pixel, and performs de-aliasing, de-noising, frequency tuning and temperature compensation. The 3D ToF sensor **216A** may be, for example, an addressable CMOS pixel array, with each pixel material tuned to respond to a specific optical wavelength, for example 850 nm-870 nm to match a 850 nm illumination light source (e.g., the illuminator **216C**). The example illuminator **216C** outputs the light (radiation) at a wavelength that is different than the arc light wavelength. The analog front end (AFE) **216B** can be an array of sample-and-hold and high speed analog-to-digital converters (ADCs) for analog to digital conversion and serialization of the data. The controller **216D** may acquire the serialized depth data from AFE **216B** into a collection of 3D points, each point called a voxel, forming a depth map. ToF controller **216D** may render the depth map

into a 3D space called a point cloud and may convert the point cloud into mesh models through a process called surface reconstruction. ToF controller **216D** may transmit the mesh model or point cloud to augmented reality controller **210**. The example TOF sensor **216A** includes a filter (e.g., a bandpass filter) that permits the wavelength(s) corresponding to the illuminator output and mitigates radiation at the arc light wavelength(s).

[0075] The example head mounted system **20** updates the image(s) presented on the near-eye display **222** as the wearer of the head mounted system **20** moves or changes perspective. For example, the optical sensor (e.g., the camera(s) **216**, the ToF controller **216D**) may collect additional images of the weld environment, which are used by the augmented reality controller **210** to update the position and the perspective of the simulated object(s). The graphics processor **218** and/or holographic processor **218** then updates the simulated images (e.g., the views of the simulated objects within the field of view) based on the updates to the position and/or the orientation by the augmented reality controller **210**, and the near-eye display **222** displays the updated images to create the effect of augmented reality (e.g., the context-aware and/or perception-aware rendering, and/or placement and/or overlay of the simulated objects onto the environment).

[0076] In some examples, the communications interface **206** receives one or more weld parameters, such as travel speed, torch and travel angles, weld penetration, weld width, bead shape, arc length, heat input, that the operator of the torch is required to achieve during the weld. The example augmented reality controller **210** may receive actual weld process signals and/or feedback and present the signals to the operator via the near-eye display **222** with the simulated objects. In some examples, the augmented reality controller **210** compares the commanded parameters and actual feedback and process signals (e.g., a range of values for a commanded parameter, such as a range of arc lengths, heat input, metal deposition, etc.), and present the actual weld process signals compared to the commanded parameters. For example, the augmented reality controller **210** may generate a status bar representing acceptable and/or unacceptable ranges for a parameter, and include an indicator representing the current status of the parameter within the status bar.

[0077] In FIG. 2B, analog output signal(s) from the sensor (s) **228** are converted to digital signals by an analog-to-digital converter (ADC) **229**. The digital signals may then be processed by the augmented reality controller **210**. The ADC **229** may be included in other examples, and/or additional ADCs may be used by the example head mounted system **20**.

[0078] FIG. 2C illustrates another example implementation of the head mounted system **20** of FIG. 1. In some examples, all or part of the augmented reality calculations may be implemented by a computing device **234** or server in communication with the head mounted system **20** via the communications interface **206**. The example head mounted system **20** may communicate with the computing device **234** via a dedicated wired or wireless connection, a communications network, and/or any other method of communication. In some examples, the communications between the head mounted system **20** and the computing device **234** mandate a minimum bandwidth and/or a maximum latency.

[0079] In such examples, sensor and/or image data collected at the head mounted system **20** are transmitted by the augmented reality controller **210** to a second (e.g., more powerful) augmented reality controller **236** in the external

computing device **234**. The augmented reality controller **236** may perform the generation and/or rendering of virtual objects (e.g., positioning and/or orientation) and return the virtual object information to the augmented reality controller **210** for final rendering and display via the GPU **218** and the near-eye display **222**. In the example of FIG. 2C, the augmented reality controller **210** may perform tasks related to collection and transmission of images and/or sensor data.

[0080] While example implementations of the headwear **20** are described with reference to FIGS. 2A, 2B, and/or 2C, other implementations may be used. For example, any of the example antenna **202**, the example port **204**, the example communications interface **206**, the example user interface components **207**, the example user interface driver **208**, the example augmented reality controller **210**, the example memory **211**, the example speaker driver **212**, the example speaker(s) **213**, the example camera(s) **216**, the example GPU **218**, the example near-eye display **222**, the example power source **224**, the example lens **226**, the example sensor(s) **228**, the example communications controller **230** may be implemented using hardware, software, firmware, and/or any combination of hardware, software, and/or firmware. For example, the example antenna **202**, the example port **204**, the example communications interface **206**, the example user interface components **207**, the example user interface driver **208**, the example augmented reality controller **210**, the example memory **211**, the example speaker driver **212**, the example speaker(s) **213**, the example camera(s) **216**, the example GPU **218**, the example near-eye display **222**, the example power source **224**, the example lens **226**, the example sensor(s) **228**, the example communications controller **230** may be implemented using one or more integrated circuits and/or discrete circuits, such as general purpose processors, special purpose processors (e.g., digital signal processors), programmable logic devices. Furthermore, implementations may include combinations of components and/or functions into single integrated circuit packages and/or divisions of components and/or functions into multiple integrated circuit packages.

[0081] FIG. 3 is a flowchart representative of example machine readable instructions **300** which may be executed by one or more processors to implement the head mounted system **20** of FIGS. 1, 2A, and/or 2B. The instructions **300** begin in block **302** in which wearer **108** puts on the augmented reality welding head mounted system **20** and powers it up.

[0082] In block **304**, the wearer **108** selects a mode of operation of the head mounted system **20**. For example, a menu may be projected by the head mounted system **20** in front of the operator to select or enter an operator identifier, job identifier, a WPS, a weld process, and/or to specify (e.g., via virtual manipulation of a virtual control via gesture control or touching virtual buttons or knobs projected and/or downloading from a network-accessible database) an arc length, heat input, deposition and/or weld size requirement. For example, there may be a pre-weld mode of operation in which the head mounted system **20** provides augmented reality instructions for a weld to be performed and preparation steps and checklist prior to welding, an in-weld mode of operation in which the head mounted system **20** provides augmented reality guidance for the weld operator during the actual weld, and a post-weld mode of operation in which the head mounted system **20** provides an augmented reality interface for inspecting a completed weld operation and other post-weld operational guidance.

[0083] In block **306**, data for rendering holographic content according to the selected mode of operation is retrieved from memory. This data may include, for example, 3D CAD models or files or descriptions for rendering holographic objects such as the torch **104** and the objects **114**; files containing previously-captured images of a completed weld operation which may be rendered for holographic viewing, computer-aided design files; files containing data captured (e.g., weld torch parameters, weld equipment outputs/settings, etc.) during a previous welding operation; and/or the like.

[0084] In block **308**, the physical environment surrounding the head mounted system **20** is determined from images captured by the camera(s) **216** and/or from data collected by the sensor(s) **228**. This may comprise, for example, determining a location of the workpiece **102** and/or torch **112** relative to the field of view of the wearer **108**.

[0085] In block **310**, the data retrieved in block **306** and the information about the physical environment determined in block **308** may be used for rendering 3D holographic content and presenting the content along with the physical environment (e.g., overlaid on a direct/passive view in an "augmented reality" system).

[0086] FIG. 4A depicts an example view through an augmented reality welding user interface **401** during a welding operation in a weld environment **400**. Shown in FIG. 4A is the actual workpiece **102** with example holographic objects rendered with their positions anchored to, or a set relative to, the workpiece **102**. Objects shown in FIG. 4A include completed weld bead **402**, weld puddle **404**, future weld bead **406**, wire stick out **408**, torch **410**, and seam **412**.

[0087] Each of the completed weld bead **402**, the weld puddle **404**, the wire stick out **408**, the torch **410**, and the seam **412** may be the physical object or a holographic rendering of the object based on tracked object positions, head movement, CAD model, WPS, sensor data, etc. For example, the physical torch **410** is in the physical environment, and a holographic rendering **411** of the torch is overlaid in the user interface **401**. Any particular object may be fully or partially represented by a holographic rendering when, or in areas of the view where, fume, spatter, arc glare, and/or other obstructions prevent the weld operator from seeing the actual object (or portions thereof). The rendering of the holographic versions of physical objects which are obscured may comprise using known information about the obscured scene to predict (with some probability) the current location of the object. In this manner, holographic images "reveal" the physical objects as if view of it/them by the operator was not obstructed.

[0088] The future weld bead **406** may be a holographic rendering showing a predicted finished weld bead (e.g., based on tracked current position, angle, movement, etc.) and/or a desired weld bead (i.e., an weld bead that would be laid down if all pertinent parameters and settings were maintained within tolerances throughout the duration of the weld operation. If the weld puddle **404** (actual or holographic/predicted) is misaligned with future weld position, or has a different size and/or location than the future desired weld, it is a cue to the weld operator to change his/her wire aiming or change his/her welding speed to match with the desired outcome of the future weld size. In one example, a virtual weld pool representing desired weld size in WPS (or set-point) can be projected onto the actual physical weld pool. The virtual weld pool may be larger or smaller than the physical weld pool which provides a clue for operator to speed up or slow down so that the actual physical weld pool size matches that of the virtual weld pool.

In another example, if the augmented reality controller **210** detects a sufficiently large gap ahead of the physical weld puddle **404** by analyzing first image obtained from camera **216**, the augmented reality controller **210** renders a zigzag symbol via the GPU **218** and projects the symbol via the near-eye display just ahead of the physical weld puddle **404** to prompt the operator to weave the torch, bridge the gap and prevent a burn-through defect. In some instances, text or symbols are annotated to the real scene for instructing the operator to change welding parameters (e.g., contact-tip-to-work distance, travel speed, torch angle and the like). Audio instruction can also be given thru the head mounted system **20**. In an example implementation, tolerance thresholds can be pre-set so that if actual or predicted locations of objects of an observed scene depart from a model, a visual or audio alarm can be sounded. Additionally, or alternatively, the future weld bead **406** may be a holographic rendering showing a desired finished weld bead. That is, a weld bead that would be laid down if all pertinent parameters and settings were maintained within tolerances throughout the duration of the weld operation. This may serve as a guide for the operator as s/he performs the weld.

[0089] The example augmented reality welding user interface of FIG. 4A also includes a parameter status bar **414** that presents an actual weld process signal to the operator during the weld. The example status bar **414** includes a lower parameter limit **416**, an upper parameter limit **418**, and a current parameter status indicator **420**. The example head mounted system **20** of FIGS. 2A and/or 2B updates the parameter status bar **414** as the measured parameter changes, and updates the location of the status indicator **420** on the status bar **414**.

[0090] Known information used for modeling/predicting the location of obscured objects may include, for example: last seen location and velocity of the various physical objects in the field of view (e.g., workpiece, seam, torch, electrode, weld puddle, etc.), mechanical/CAD model for the various physical objects in the field of view, chemical and other materials data for the various physical objects, welding equipment settings and/or output (e.g., voltage, current, gas speed, and the like). Predicting location of the physical objects may also comprise modeling/predicting locations of obstructions such as fume, spatter, arc brightness, etc.

[0091] In addition to resolving obscured objects, a priori knowledge of a welding operation, a welding environment, welding equipment, weld operator, etc. may aid “scene understanding” in general. Such knowledge may include a model-based definition (MBD) and actual dimensions of other components to be fitted with the weldment or finished assembly with GD&T information, and to adaptively and dynamically adjust commanded weld parameters and tolerance windows of the weld parameters based on the specific weldment being welded. Together with camera images, the system can have a more holistic scene analysis based on a priori knowledge. For example, probabilistic graphic models (PGMs) can be used to decipher the objects and their behavior in the scene, rather than relying on the images or videos alone. For example, the system may be configured to recognize that light streaks originating from the arc below the end of the welding wire and scattering at high speed outward are likely to be spatter balls. As another example, the system may have information as to the presence (and possibly location) of tack welds that exist in the joint and may take this information into account in its seam tracking algorithms. As yet another example, the

system may be configured with predetermined limits on physical capabilities and/or parameters (e.g., in practice the torch cannot be physically traveling above a certain speed, etc.). As yet another example, the system may store acoustic characteristics associated with various welding processes/parameters (e.g., a long arc may emit sound having a first set of frequencies, amplitudes, etc.; a short arc may emit sound having a second set of frequencies, amplitudes, etc.; and an ideal arc may emit sound having a third set of frequencies, amplitudes, etc.). Such multi-dimensional multi-variable a priori knowledge collectively may be used for image segmentation, 3D object reconstruction, and scene interpretation. PGMs may employ methods like Bayesian networks and Markov random fields, or discrete data structures to encode and manipulate probability distributions in multi-dimensional spaces.

[0092] FIG. 4B depicts another example view through an augmented reality welding user interface during a welding operation. The view is a mix of real welding scene and a 3D virtual objects or holograms superimposed onto the real scene. In the example shown, the 3D virtual objects are “outlines” or wire-frame models of real objects, in other words, unfilled or transparent 3D models of the real objects. Specifically, shown is a virtual outline or wire-frame model of torch **450**, workpiece **462**, weld bead **454**, weld puddle **456**, and seam **458**, where the dotted lines in the hologram represent virtual objects (or portions of objects) that are physically blocked in the real scene but viewable from the virtual scene. For example, a portion **456B** of the weld puddle is physically blocked from view by the real torch and therefore represented with dotted lines while a portion **456A** of the puddle is in the operator’s line of sight and thus represented with solid lines. Similarly, a portion **458B** of the seam is physically blocked from view by the real torch and therefore represented with dotted lines while a portion **458A** of the puddle is in the operator’s line of sight and thus represented with solid lines. Likewise, a portion **452B** of the edge of the workpiece **462** is physically blocked from view and therefore represented with dotted lines while a portion **452A** of the puddle is in the operator’s line of sight and thus represented with solid lines. In the same manner, a visible portion of the wire **460** may be represented with a solid line and the obscured portion of the wire with a dotted line. Although solid and dotted lines are used for contrasting objects in view and objects the view of which is obstructed, this may be accomplished in other ways (e.g., different line thickness, color, static vs flashing lines, etc.). A benefit of this is that the viewer/operator can see thru the fume, spatter, and physical objects obstructions and see the weld scene much better. Alternatively, only obscured scene (dotted) may be shown, while solid lines of observable objects are not annotated in the hologram.

[0093] Referring to FIG. 4B again, one embodiment is to train operator to practice welding using a real welding torch, a real workpiece, a real weld fixture and a real welding power supply, but without a real weld arc. Instead, the head mounted system **20** displays to the operator a simulated arc, a simulated weld pool, and a simulated weld overlaid onto the real workpiece in front of the operator. In other words, the torch **450**, the wire **460**, the workpiece **462**, and the seam **458A** are all real, but the weld puddle **456** and the weld arc are virtual or simulated (a virtual arc is not illustrated in FIG. 4B). In some such example training operations, the operator can configure the welding equipment (e.g., the power source for the welding current) as if the operator is about to perform a real

weld, while the welding equipment operates in a simulation mode. The welding parameters from the equipment are received at the augmented reality controller **210** to provide information about how to render the virtual arc and the weld based on the selected welding parameters. When the trigger is pulled on the torch by the operator, instead of turning on the power supply output and feeding wire, the trigger sends an augmented reality (AR) arc start signal to the augmented reality controller **210** via the communications interface **206** and the port **204**.

[0094] In response to receiving the augmented reality arc start signal, the augmented reality controller **210** renders the virtual arc, the virtual weld puddle **456** and virtual weld bead **454** and projects them to the near-eye display **222** so that the virtual objects blend into the real scene to create a visual illusion or simulation of live arc welding. However, there is no actual arc, no weld puddle and no wire feeding in the actual scene.

[0095] The example speaker(s) **213** output an arc sound that synthesizes a binaural sound effect to simulate the sound originating from the location of the virtual arc in the scene. The tones output by the speaker(s) **213** change based on the selected welding process, selected shielding gas, the arc length, and/or the voltage settings programmed on the welding power supply (short circuit, pulse, CV etc.). When the operator changes contact tip to work distance, torch angles, and/or travel speed, the augmented reality controller **210** adjusts the virtual objects and the binaural sound accordingly based on the “first image” or depth map measurement and/or the interpretation of the welding scene by the augmented reality controller **210**. Likewise, if the operator changes the machine settings on the welding equipment on the fly, the augmented reality controller **210** adjusts the rendered virtual objects and/or the binaural sound. In response to release of the trigger by the weld operator, the welding equipment sends an AR arc stop signal to the augmented reality controller **210**. In response to the arc stop signal, the augmented reality controller **210** updates the virtual objects to removes the arc object and the puddle object **456**, but retain the weld bead object **454**, in the hologram displayed on the near-eye display **222**. In some examples, the augmented reality controller **210** generates a visual display of summary data of the virtual weld (e.g., overall heat input, average travel speed, weld score, etc.) for display via the near-eye display **222**.

[0096] From the operator’s/viewer’s perspective, the virtual objects are spatially anchored (or “glued” or “pinned”) to the locations and orientation of the real objects, regardless of viewer’s head and/or eye movement or movement of the physical objects. Virtual object anchoring may be accomplished using a 3D depth ranging camera (e.g. ToF) for mapping out the scene of real objects and by using head tracking IMUs and/or gaze tracking devices to detect where and/or at what physical objects the viewer is looking at in the physical environment. The welding arc, however, presents significant challenges to accomplishing anchoring. For example, stereo vision with dual cameras capturing the visible spectrum may suffer from being blinded by the arc, thus obscuring the surrounding objects/portions of the scene. The ToF camera mapping overcomes this problem by illuminating the scene with a coherent laser of single wavelength away from arc spectrum peaks and capturing the reflected light with an imaging sensor with optical filter that receives only the laser wavelength and rejects the others, such as from the intense arc.

[0097] Referring to FIG. 4B again, in some examples, a virtual arc object **464** can be rendered and overlaid atop the physical arc object. The virtual arc object **464** can be rendered densely opaque and used to dim or block the physical arc object to improve visibility of the surrounding areas. The virtual arc object **464** blocking the actual arc may be repositioned to match with head and/or eye movement from IMU motion tracking/gaze tracking inputs. The display may comprise electrochromic material or suspended particle for the darkening effect. The opacity of the virtual arc object **464** may fade out beyond the edges of physical arc object to account for the inaccuracy of the arc object coordinates.

[0098] Referring to FIG. 4C, in some examples, the gaze tracking device determines the physical object being gazed on or gaze location in the scene **400**, and uses the determined location or object to provide a zoom view **466** of the gazed area in the display. As the viewer moves head/eye, the zoom target will also move automatically to match with the newly gazed area. The zoom view **466** is useful, for example, in delicate welding of small workpieces and/or in high precision applications. In some examples, the augmented reality controller **210** activates, deactivates, and/or repositions the zoom view **466** based on user inputs such as gesture recognition, head nodding or shaking, eyelid blink pattern, and/or voice recognition.

[0099] Referring to FIG. 4B again, in some examples, the gaze tracking device may provide insight of viewer’s attention in welder training. Manual welding is all about hand-eye coordination. An experienced operator may selectively may attention to joint for seam tracking, to puddle for weld size and penetration, to wire relative to seam for wire placement, to weld toe for wetting, etc. Inexperienced operator or student operator may not be paying attention to the right place at the right time, and may suffer from a psychological effect called “inattentional blindness.” Feedback on viewer’s gaze may provide proxy of viewer’s psychological blindness. In one example, when viewer is not looking at the object (e.g. weld toe) as asked by weld instructor, a virtual object or marker may annotate the desired object to draw viewer’s attention or voice instructions may be provided to pay attention to the desired object. In another example, when viewer is not looking at the object (e.g. weld puddle) as the weld is getting too big, a virtual weld puddle of smaller size can be overlaid on the large physical puddle, and voice instruction can be given to the student to pick up some travel speed in moving the torch so that a smaller puddle/weld can be put down.

[0100] FIG. 4D illustrates another example user interface **468** in which a simulated object (e.g., one or more lasers used in welding and/or cutting operations) are displayed on the head mounted display of FIGS. 2A, 2B, and/or 2C.

[0101] In laser welding, laser-GMAW hybrid welding, laser cladding and laser cutting, knowledge of the laser focus position, the focal length, and/or the shape of laser envelope, relative to the part/weldment to be processed and/or in relation with powder/wire delivery in 3D additive manufacturing, cladding, or surfacing applications, may affect the quality of the resulting operation. Conventional systems use a low power visible laser to display an indicator for the purposes of alignment. However, the conventional alignment method may lack sufficient accuracy to indicate the focal point (e.g., due to a roughly fixed spot size of the alignment laser), the depth of focus, and/or the laser envelope.

[0102] The example head mounted systems **20** of FIGS. 2A-2C illustrate an example focal point **470** and an example

laser envelope 472 as holographically-illustrated objects in the weld environment. The example interface 468 also illustrates the weld bead 402 and the workpiece 102. Additionally or alternatively, the focal point 470 and the laser envelope 472 can be displayed as a rendered 3D image on a computer monitor external to the head mounted system 20.

[0103] When the head mounted system 20 is used, the example head mounted system 20 may be provided with an eye protection lens that filters out the wavelength of the specific material processing laser (e.g., instead of an auto-darkening lens 226). The head mounted system 20 project virtual object(s) simulating the laser output, such as the focal point 470 and the laser envelope 472. The example virtual objects 470, 472 may assist the alignment of laser in programming a robot for welding, cladding, and/or cutting. The virtual objects 470, 472 provide a virtual laser image to illustrate the location of the laser during actual welding when the laser has invisible wavelength (e.g., from 800-1064 nanometers for solid state lasers or 10.6 micrometer for CO2 gas laser). The virtual objects 470, 472 may also illustrate the laser envelope and/or the gas envelope for a laser powder process or a wire deposition process.

[0104] In some examples, the augmented reality controller 210 of FIGS. 2A and/or 2B determines a status of a weld being performed and compares the status to the weld instructions. For example, the augmented reality controller 210 may determine that an operator is performing a particular weld in a sequence of welds defined in the instruction. Based on the determined status, the augmented reality controller 210 determines the position and the perspective of the simulated object (s). FIG. 5 depicts an example weld sequencing control view through an augmented reality welding user interface. In FIG. 5, the workpiece is a box with 12 edge welds, which are to be welded in sequence to avoid distortion of the workpiece 102. As the welder completes weld 502, a blinking hologram of weld 504 (to be welded next) pinned or anchored to the workpiece 102 from the view of the human operator is displayed to alert the operator to move his body and his torch towards the weld 504 position. The speaker 213 may output spatial sound effects such as a sound prompt coming from the weld 504 to draw the operator's attention. In an example implementation, if the human welder takes actions which indicate s/he is attempting to perform an out-of-sequence weld, the head mounted system 20 may send a signal to disable the trigger of the torch (e.g., via the communications controller 230) so that human error of welding in the wrong sequence can be avoided. In some examples, the head mounted system 20 permits the operator to override the communications controller 230. The head mounted system 20 may require the operator to confirm that the override and the different weld sequence is intentional before re-enabling the trigger of the torch.

[0105] FIG. 6 depicts collaboration among disparately located weld operators using an augmented reality welding user interface. In FIG. 6, the high field of view (FOV) depth camera in the head mounted system 20 relays (via connections 606 and 610 and network 608) the real images of the scene seen by operator 108 to a remote operator or instructor or service provider or supervisor 602, the "helper". The helper 602 may chat with the operator 108 to, for example, instruct the operator 108 on how to perform various welding tasks.

[0106] As an example, the helper 602 may see a holographic rendering 604 of the workpiece 102 seen by operator

108 and the operator 602 may see a holographic rendering 612 of a torch held by the helper 602. For example, to show the operator 108 how to hold the torch and weld the workpiece 102, the helper 602 may perform a simulated weld along the virtual workpiece 604 with the real torch 614. The virtual torch 612 may track the movements of the real torch 614. The operator 108 may thus see the virtual torch 612 performing the simulated weld along the real workpiece 102. As the helper 602 performs the simulated weld, a holographic bead may be projected onto the workpiece 102. Similarly, as the helper 602 performs the simulated weld, text and/or graphical annotations may be created (e.g., in response to commands entered by helper 602) and projected onto the view of operator 108.

[0107] In another example, operator 108 is having difficulty welding with arc burning back to a contact tip in the real torch in his/her hand (not labeled). The helper 602 may, for example, instruct the operator/user to replace a contact tip, and projecting the 3D drawing hologram of the contact tip onto the real scene of the torch the operator is holding. As another example, the operator 108 may report (speak into the microphone of his/her head mounted system 20) a porosity problem, and gesture to point to his gas delivery system. The helper will annotate (e.g., using gesture, voice, touch pad, keyboard, etc. the helper can cause the display of, and subsequent manipulation of, virtual objects that the operator sees) the real gas hose connections in the operator's real scene and voice the operator to check the gas hose for leak. Alternatively a 3D model hologram of the entire gas delivery with potential leak spots will be superimposed on the real scene along with pointers and text for operator to see and check.

[0108] In another example implementation, the remote helper 602 may not be wearing head mounted system 20 but may just see 2D images on a screen and may be enabled to control holographic images presented to the operator 108 using any suitable input device (gesture, voice, mouse, keyboard, voice, gestures, and/or the like). In another example implementation, the remote helper may not be a person, but instead may be a remote computer with high processing power, artificial intelligence, and/or the like.

[0109] FIG. 7 illustrates use of the example head mounted system 20 of FIGS. 2A and/or 2B to implement an augmented reality user interface for improving the realism of a welding situation when practicing on a coupon. In FIG. 7, the operator 108 is holding an operational torch 700 powered by an operational power source and wire feeder, in front of a test weld specimen 702 (also referred to as a test coupon). However, a hologram of 3D drawing/model of the actual weldment or finished assembly (e.g., a ship hull fragment) 704 is superimposed on the test coupon 702 and the operational gun torch 700 in a mixed reality. The superimposition of the hologram over the environment enables the operator to simulate welding in the future welding environment and actual weldment s/he is assigned to do while practicing on low cost coupons in a simulated environment. Use of the example augmented reality user interface of FIG. 7 enables an operator to become familiar with the task before s/he actually welds on a real structure, e.g. a ship, a car, a nuclear vessel, a jet engine. Such example simulations are valuable by reducing the risk of mistakes in weld situations that could be very expensive or impossible to correct and/or redo (e.g., expensive workpieces, workpieces that can only have one weld attempted, etc.). Examples of welding situations that are difficult to

repair include repairing a large structure and/or welding on a very expensive material where scrap or failure is cost prohibitive.

[0110] Additionally or alternatively, the example head mounted system **20** of FIGS. 2A and/or 2B simulates the effect of any welding problems, such as simulating an abrupt gas cut-off during welding and replacing a view of an actual well (which may have been done properly with acceptable results) with a hologram of bad weld full of holes (because gas is missing). In other examples, the example head mounted system **20** of FIGS. 2A and/or 2B simulates physical obstructions that the operator will encounter when welding the actual weldment. For example, walls, blind spots, corners, etc. can be simulated. In the case of walls or other physical barriers, for example, the system can detect if a physical object (e.g. the torch, the hose, a part of the operator's body) intrudes into space which, in the real weldment, will be occupied by a physical structure and, if such is detected, trigger a warning, stop the simulation, and/or the like.

[0111] FIG. 8 illustrates control of welding robot **810** using an augmented reality user interface. Cameras onboard the robot **810** capture 3D images of a workpiece **814** and relay the images to an OHMD **816** of the operator **108**, which projects a holographic representation **812** of the workpiece **814**. The example OHMD **816** of FIG. 8 may be implemented using the head mounted system **20** of FIGS. 2A and/or 2B. The human operator **108** holds a torch **808** and mimics performing a weld on the holographic workpiece **812**. His torch positioning and movement is tracked by ToF camera and other sensors, and relayed to the robot **810** to perform the same weld robotically. In an example implementation, the robot follows the movements of the operator **108** in real-time. In another implementation, the human welder movement of the torch **808** may be recorded and transcribed to robot programming offline rather than in real time. This may be used, for example, where the robot is welding underwater, at high elevation, or in a hazardous environment (e.g. with radiation in a plutonium fueled reactor or on Mars). Thus, the robot **810** is an avatar of the human operator **108**, where the robot **810** could be in a dangerous environment and the human operator **108** could be in the comfort of a lab.

[0112] FIG. 9 is a flowchart representative of example machine readable instructions **900** which may be executed by one or more processors to implement the system **20** of FIGS. 1, 2A, and/or 2B to augment a view of a weld environment. The example instructions **900** may be executed by the augmented reality controller **210** and/or the graphics processors **218** of FIG. 9 to implement a method or process to augment a view of a weld environment.

[0113] At block **902**, the augmented reality controller **210** accesses weld instructions from the memory **211**, where the weld instructions corresponding to a weld to be performed in a weld environment. For example, the weld instructions may be received and/or stored in the memory **211** prior to execution of the instructions **900**.

[0114] At block **904**, the augmented reality controller **210** generates a first image of the weld environment based on input from an optical sensor attached to a head mounted device. For example, the augmented reality controller **210** may receive image data from the camera(s) **216** and/or the ToF processor **216D** of FIGS. 2A and/or 2B. In some examples, the input from the optical sensor is time-of-flight data, and the generating of the first image of the weld environment includes converting the time-of-flight data to the first

image, performing segmentation, feature extraction, surface fitting, classification, object recognition, 3D scene reconstruction and/or dimensional measurement.

[0115] At block **906**, the augmented reality controller **210** calculates position(s) of one or more simulated object(s) within the weld environment based on the weld instructions and a field of view through a lens (e.g., the auto-darkening lens **226**) of the head mounted device.

[0116] At block **908**, the augmented reality controller **210** calculates perspective(s) of the simulated object(s) based on the weld instructions and the field of view.

[0117] At block **910**, the graphics processor **218** generates a second image of the simulated object(s) to augment the field of view with a view of the simulated object. For example, the graphics processor **218** generates the second image using the position(s) and the perspective(s) calculated by the augmented reality controller **210**.

[0118] At block **912**, the near-eye display **222** displays the second image of the simulated object(s). For example, the near-eye display **222** may display the simulated object(s) such that they occlude portions of the weld environment to give the operator the appearance that the simulated object(s) are present in the weld environment, while giving the operator the ability to view non-occluded parts of the weld environment.

[0119] At block **914**, the augmented reality controller **210** determines whether any weld parameters have been received.

[0120] If one or more weld parameters have been received (block **914**), at block **916** the near-eye display **222** displays the weld parameter(s). In some examples, the augmented reality controller **210** converts the weld parameters to a visual display, such as a visual comparison to a required range of weld parameters, and the visual display is presented via the near-eye display **222**.

[0121] After displaying the weld parameters (block **916**), or if no weld parameters were received (block **914**), at block **918** the augmented reality controller **210** determines whether the display is to be updated with new position(s) and/or perspective(s) of the simulated object(s). If the display is to be updated (e.g., due to movement of the wearer of the head mounted display) (block **918**), control returns to block **904** to generate another image. For example, the augmented reality controller **210** may generate a second image of the weld environment based on second input from the optical sensor **216**, determine a change in the field of view, calculate second perspective(s) of the simulated object(s) within the weld environment based on the change in the field of view (where the position of the simulated object(s) within the weld environment may be constant and/or may be moved). The example graphics processor **218** may generate a third image of the simulated object(s) corresponding to the position(s) and the second perspective(s). The near-eye display **222** may display the second image of the simulated object.

[0122] FIG. 10 is a flowchart representative of example machine readable instructions **1000** which may be executed by one or more processors to implement the system **20** of FIGS. 1, 2A, and/or 2B to augment weld training with virtual objects.

[0123] At block **1002**, the augmented reality controller **210** accesses weld instructions from the memory **211**. For example, the instructions may be received and/or stored in the memory **211** prior to execution of the instructions **900**. At block **1004**, the augmented reality controller **210** determines whether the weld instructions correspond to a training mode.

For example, the weld instructions may identify a training weld or a practice weld to be performed without an actual weld arc. The weld instructions may be received from a weld power source in response to the weld power source being placed in a simulation mode.

[0124] At block 1006, the augmented reality controller 210 receives weld parameter(s) via the communications interface 206 (e.g., from the weld power source). For example, the augmented reality controller 210 may receive the voltage, current, and/or process types set by the weld operator for the training weld. At block 1008, the augmented reality controller 210 analyzes an image of a workpiece taken by the camera(s) 216 to determine execution of the weld instructions on the workpiece according to the weld parameters. For example, the augmented reality controller 210 may generate and/or apply a weld model corresponding to the selected weld parameters using any characteristics that can be observed from the image of the workpiece.

[0125] At block 1010, the augmented reality controller 210 determines whether there have been any changes in the weld parameters. For example, the weld operator may adjust one or more of the weld parameters at the power supply (or via virtual controls presented by the system 20) prior to the training weld. If there have been any changes in the weld parameters (block 1010), the augmented reality controller 210 returns control to block 1006 to receive the new weld parameters.

[0126] If there have not been any changes in the weld parameters (block 1010), at block 1012 the augmented reality controller 210 determines whether the trigger of the weld torch has been pulled. For example, the augmented reality controller 210 may receive a trigger pull indication via the communications interface 206 from the power source when the weld operator pulls the trigger. If there has not been a trigger pull (block 1012), control returns to block 1010 to monitor for changes to the weld parameters.

[0127] If there has been a trigger pull (block 1012), at block 1014 the augmented reality controller 210 monitors simulated welding data based on the weld operator's actions. The simulated welding data may be received from the weld power source and/or identified via analysis of images from the camera(s) 216 and/or analysis of data from the sensor(s) 228.

[0128] At block 1016, the augmented reality controller 210 and the GPU/HPU 218 generate and display a virtual weld arc, a virtual weld puddle, and a virtual weld bead based on monitoring the simulated welding data. Block 1016 may be implemented using, for example, blocks 904-018 of FIG. 9, where the simulated objects are the virtual weld arc, the virtual weld puddle, and the virtual weld bead.

[0129] At block 1018, the augmented reality controller 210 determines whether the trigger has been released. For example, the augmented reality controller 210 may receive a trigger release indication via the communications interface 206 from the power source when the weld operator releases the trigger to stop the simulated weld. If there has not been a trigger release (block 1018), control returns to block 1014 to continue monitoring the simulated weld.

[0130] When the trigger has been released (block 1018), the augmented reality controller 210 and the GPU/HPU 218 end the display of the virtual objects (block 1020). At block 1022, the augmented reality controller 210 and the GPU/HPU 218 generate and display the weld data from the previous training weld for review by the weld operator and/or the weld operator's supervisor or trainer.

[0131] After displaying the weld data (block 1022), or if the weld instructions do not correspond to a training mode (block 1004), the example instructions 1000 of FIG. 10 end.

[0132] FIG. 11A illustrates an example interface 1100 displaying simulated objects 1102, 1104, 1106, 1108, 1110 overlaid on a real scene 1112 within a field of view 1114 corresponding to the interface 1100. The example interface 1100 may be presented during a weld training session, in which an actual weld arc is not to be generated in the real scene 1112, but the appearance of the weld arc, weld puddle, and resulting weld are to be shown via the display.

[0133] The real scene 1112 includes the workpiece 102 and a workbench 1116, which are viewable by the operator through the interface 1100. The real scene 1112 also includes the torch 410. The augmented reality controller 210 of FIGS. 2A-2C uses the location of the torch 410 in the scene 1112 (e.g., determined by processing images of the weld scene 1112) to position the simulated objects 1102-1110, which include a simulated weld bead 1102, an outline 1104 of the torch 410, a simulated weld puddle 1106, a simulated electrode wire 1108, and a simulated arc 1110.

[0134] One or more of the simulated objects 1102-1110 may be replaced with actual objects in the real scene 1112 during an actual welding operation with a weld arc (e.g., training with an arc and/or an actual weld operation).

[0135] FIG. 11B illustrates another example interface 1120 displaying example graphics 1122-1138 for user selection via user input, overlaid on the real scene 1112 within the field of view 1114 corresponding to the interface 1120. The example graphics 1122-1138 may be, for example, menu items that are generated by the augmented reality controller 210 and presented via the near-eye display 222 to appear as though the graphics 1122-1138 are present in the scene 1112. However, the graphics 1122-1138 may be generated as a simpler overlay without the appearance of presence in the scene 1112. The example graphics 1122-1138 may be selected by the user via the user interface components 207, such as gesture recognition and/or voice commands. As illustrated in FIG. 11B, the user may simulate pushing of one or more of the graphics 1122-1138 using the user's hand 1140. The user receives visual feedback as to where the graphics 1122-1138 are relative to the user's hand 1140, and the augmented reality controller 210 identifies a selection of a graphic 1122-1138 based on the user simulating pushing of the graphic 1122-1138 as though the selected graphic 1122-1138 is a physical button.

[0136] The example "Review Next Weld Information" graphic 1122 causes the augmented reality controller 210 to display (e.g., overlay) weld information for a weld to be performed, such as the required equipment (e.g., consumable information, weld process information such as MIG, TIG, etc., voltage, current, travel speed, etc.). The example "Simulate Next Weld" graphic 1124 causes the augmented reality controller 210 to illustrate the next weld using the travel speed, arc length, and/or other characteristics of the weld for observation by the operator. In some examples, simulation of the weld includes tracking the user's movement of the weld torch and providing feedback to the user.

[0137] The example "Fit Components to be Welded" graphic 1126 causes the example augmented reality controller 210 to generate a simulation and/or animation of the welded components being fitted together and, in some examples, a simulation of the weld to be performed. The example "Begin Weld" graphic 1128 causes the augmented reality controller 210 to enter a welding mode, in which the

augmented reality controller **210** displays one or more simulated objects in the field of view of the interface **1100** during a welding operation. Examples of such simulated objects are described in detail herein.

[0138] The example “Overlay Arc” graphic **1130** causes the augmented reality controller **210** to track and generate a simulated arc object in the location of the actual arc in the weld scene. In some examples, the overlaid arc blocks the user’s view of the actual arc, which provides partial or complete protection to the user’s eyes from arc light while permitting the user to view the location of the arc. The example “Overlay Weld Puddle” graphic **1132** causes the augmented reality controller **210** to generate and display a simulated weld puddle. The example “Overlay Zoom View” graphic **1134** causes the example augmented reality controller **210** to generate and display a zoomed in view of an aspect of the field of view **1114** (or, in some cases, not in the field of view). For example, the augmented reality controller **210** may provide a zoomed in view of the weld puddle as described above with reference to FIG. 4C.

[0139] The example “Filter Arc” graphic **1136** causes the augmented reality controller **210** to filter the light from the electrical arc using, for example, the near-eye display **222** and/or another filter controlled by the augmented reality controller **210**. The example “Overlay Weld Data” graphic **1138** causes the augmented reality controller **210** to generate graphic(s) of weld data such as weld voltage, weld current, arc length, and/or travel speed for display to the user during a weld.

[0140] The example graphics **1130-1138** may be selected or deselected by the user, and the status of the graphics **1130-1138** is used by the augmented reality controller **210** to determine which simulated objects are to be generated by the augmented reality controller **210** for display. As shown in FIG. 11B, the graphics **1130**, **1132**, **1136**, and **1138** are selected, while the graphic **1134** is deselected. Different presentations and/or manipulations of such graphics **1122-1138** may be used.

[0141] FIG. 12A illustrates an example head mounted system **1200** including a conventional welding helmet **1202** and a separate head mounted display **1204** wearable by an operator under the welding helmet **1202**. The example head mounted display **1204** may be the head mounted system **20** of FIGS. 2A, 2B, and/or 2C arranged a glasses-style or visor-type form factor. Examples that may be used to implement the head mounted display **1204** are described in U.S. Pat. No. 8,964,298, issued Feb. 24, 2015. The entirety of U.S. Pat. No. 8,964,298 is incorporated herein by reference. The head mounted display **1204** is configured to be put on by the user prior to donning the welding helmet **1202**. In the example of FIG. 12A, the welding helmet may provide light protection features such as a passive or active darkening visor.

[0142] FIG. 12B illustrates another example head mounted system **1206** including an example welding helmet **1208** that has a viewing port sized to fit the head mounted display **1204** worn by an operator under the welding helmet **1208**. In the example of FIG. 12B, the welding helmet **1208** has a view port **1210** that is sized to permit the head mounted display **1204** to view through the view port **1210**. The view port **1210** does not expose any other portion of the operator’s face. In the example of FIG. 12B, the head mounted display **1204** may provide light protection features for the portion of the user’s face covered by the head mounted display **1204**.

[0143] As utilized herein the terms “circuits” and “circuitry” refer to physical electronic components (i.e. hardware) and any software and/or firmware (“code”) which may configure the hardware, be executed by the hardware, and/or otherwise be associated with the hardware. As used herein, for example, a particular processor and memory may comprise a first “circuit” when executing a first one or more lines of code and may comprise a second “circuit” when executing a second one or more lines of code. As utilized herein, “and/or” means any one or more of the items in the list joined by “and/or”. As an example, “x and/or y” means any element of the three-element set {(x), (y), (x, y)}. In other words, “x and/or y” means “one or both of x and y”. As another example, “x, y, and/or z” means any element of the seven-element set {(x), (y), (z), (x, y), (x, z), (y, z), (x, y, z)}. In other words, “x, y and/or z” means “one or more of x, y and z”. As utilized herein, the term “exemplary” means serving as a non-limiting example, instance, or illustration. As utilized herein, the terms “e.g.,” and “for example” set off lists of one or more non-limiting examples, instances, or illustrations. As utilized herein, circuitry is “operable” to perform a function whenever the circuitry comprises the necessary hardware and code (if any is necessary) to perform the function, regardless of whether performance of the function is disabled or not enabled (e.g., by a user-configurable setting, factory trim, etc.).

[0144] The present methods and/or systems may be realized in hardware, software, or a combination of hardware and software. The present methods and/or systems may be realized in a centralized fashion in at least one computing system, processors, and/or other logic circuits, or in a distributed fashion where different elements are spread across several interconnected computing systems, processors, and/or other logic circuits. Any kind of computing system or other apparatus adapted for carrying out the methods described herein is suited. A typical combination of hardware and software may be a general-purpose computing system with a program or other code that, when being loaded and executed, controls the computing system such that it carries out the methods described herein. Another typical implementation may comprise an application specific integrated circuit or chip such as field programmable gate arrays (FPGAs), a programmable logic device (PLD) or complex programmable logic device (CPLD), and/or a system-on-a-chip (SoC). Some implementations may comprise a non-transitory machine-readable (e.g., computer readable) medium (e.g., FLASH memory, optical disk, magnetic storage disk, or the like) having stored thereon one or more lines of code executable by a machine, thereby causing the machine to perform processes as described herein. As used herein, the term “non-transitory computer readable medium” is defined to include all types of computer readable storage media and to exclude propagating signals.

[0145] While the present method and/or system has been described with reference to certain implementations, it will be understood by those skilled in the art that various changes may be made and equivalents may be substituted without departing from the scope of the present method and/or system. In addition, many modifications may be made to adapt a particular situation or material to the teachings of the present disclosure without departing from its scope. Therefore, the present method and/or system are not limited to the particular implementations disclosed. Instead, the present method and/

or system will include all implementations falling within the scope of the appended claims, both literally and under the doctrine of equivalents.

What is claimed is:

1. A welding interface device, comprising:
 - an optical sensor to collect an image of a weld environment;
 - an augmented reality controller to, based on the image of the weld environment and first instructions that correspond to a weld operation in the weld environment, determine a simulated object to be presented in a field of view, a position of the simulated object in the field of view, and a perspective of the simulated object in the field of view;
 - a graphics processing unit to render the simulated object based on the perspective to represent the simulated object being present in the field of view and in the weld environment; and
 - a semi-transparent display to present the rendered simulated object within the field of view based on the position determined by the augmented reality controller, at least a portion of the weld environment being observable through the semi-transparent display when the display is presenting the rendered simulated object.
2. The welding user interface device as defined in claim 1, further comprising a body to house the optical sensor and the display.
3. The welding user interface device as defined in claim 2, further comprising a lens attached to the body, the lens to reduce an intensity of light occurring in the weld environment, the lens being arranged to provide the field of view to a wearer of the welding user interface device when the welding user interface device is worn by the wearer, the display being a near-eye display that is positioned between the lens and the wearer of the welding user interface device when worn by the wearer.
4. The welding user interface device as defined in claim 2, wherein the body comprises at least one of a weld operator personal protective equipment, a hard hat, an eye protector, or a face protector.
5. The welding user interface device as defined in claim 1, further comprising a body, the optical sensor, the graphics processing unit, and the display being attached to the body, the body dimensioned to, when worn by a wearer, enable the wearer to further wear a welding helmet.
6. The welding user interface device as defined in claim 1, wherein the augmented reality controller is to render a view of the simulated object when viewing of a second object present in the weld environment is obscured to the field of view.
7. The welding user interface device as defined in claim 1, wherein the augmented reality controller is to generate the simulated object to identify a next weld to be performed based on a current weld being performed and a specified weld sequence.
8. The welding user interface device as defined in claim 1, wherein the optical sensor includes a filter configured to mitigate radiation at an arc radiation wavelength.
9. The welding user interface device as defined in claim 8, further comprising an illuminator to output second radiation at a second wavelength outside of an arc radiation spectrum, the optical sensor comprising a time-of-flight sensor to collect third signals at the second wavelength to generate the image, the filter comprising a bandpass filter to mitigate light at wavelengths other than the second wavelength.

10. The welding user interface device as defined in claim 1, wherein the graphics processing unit comprises a holographic processing unit.

11. The welding user interface device as defined in claim 1, wherein the simulated object includes at least one of a weld pool, a finished weld bead, an electrode, an electrical arc, a laser path, a shielding gas path, a powder path, a weld tool, a weld bead, a weld joint, a weld fixture, a weldment or parts to be fitted or assembled onto the weldment after welding.

12. The welding user interface device as defined in claim 1, wherein the simulated object comprises an electrical arc, the graphics processing unit to render the simulated object to be at least partially opaque and the position corresponding to a portion of the field of view in which an actual electrical arc is present in the weld environment, the display to display the rendered simulated object to reduce an intensity of light from the actual electrical arc that is observable to a wearer of the welding user interface device.

13. The welding user interface device as defined in claim 1, wherein the graphics processing unit is to render a zoomed view of a portion of the field of view, the augmented reality controller to determine the portion of the field of view based on at least one of the image or input from a gaze tracker.

14. The welding user interface device as defined in claim 13, wherein the augmented reality controller determines the position of the zoomed view of the portion of the field of view as a corner of the field of view.

15. The welding user interface device as defined in claim 1, wherein the optical sensor is to collect a third image of the weld environment, the augmented reality controller is to update the position and the perspective of the simulated object based on the third image of the weld environment, the graphics processing unit to render the simulated object based on the update to the position and the perspective by the augmented reality controller.

16. The welding user interface device as defined in claim 1, further including a communications controller to communicate a disable command in response to identifying a deviation from the first instructions, the disable command to cause at least one of a welding torch, a welding power source, or a welding wire feeder to be disabled.

17. The welding user interface device as defined in claim 1, wherein the augmented reality controller is to determine a status of a weld being performed and compare the status to the first instructions, the augmented reality controller to determine the position and the perspective of the simulated object based on the comparison.

18. The welding user interface device as defined in claim 1, wherein the optical sensor comprises at least one of a three-dimensional laser scanner, structured light sensor, time of flight camera, or stereo vision cameras, and the first image is a three-dimensional depth map.

19. The welding user interface device as defined in claim 1, further comprising a communications interface to receive data representative of a weld being performed, the graphics processing unit to render a graphic representing the data and the display to present the graphic.

20. The welding user interface device as defined in claim 1, wherein the graphics processing unit comprises a holographic processor.

21-34. (canceled)

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